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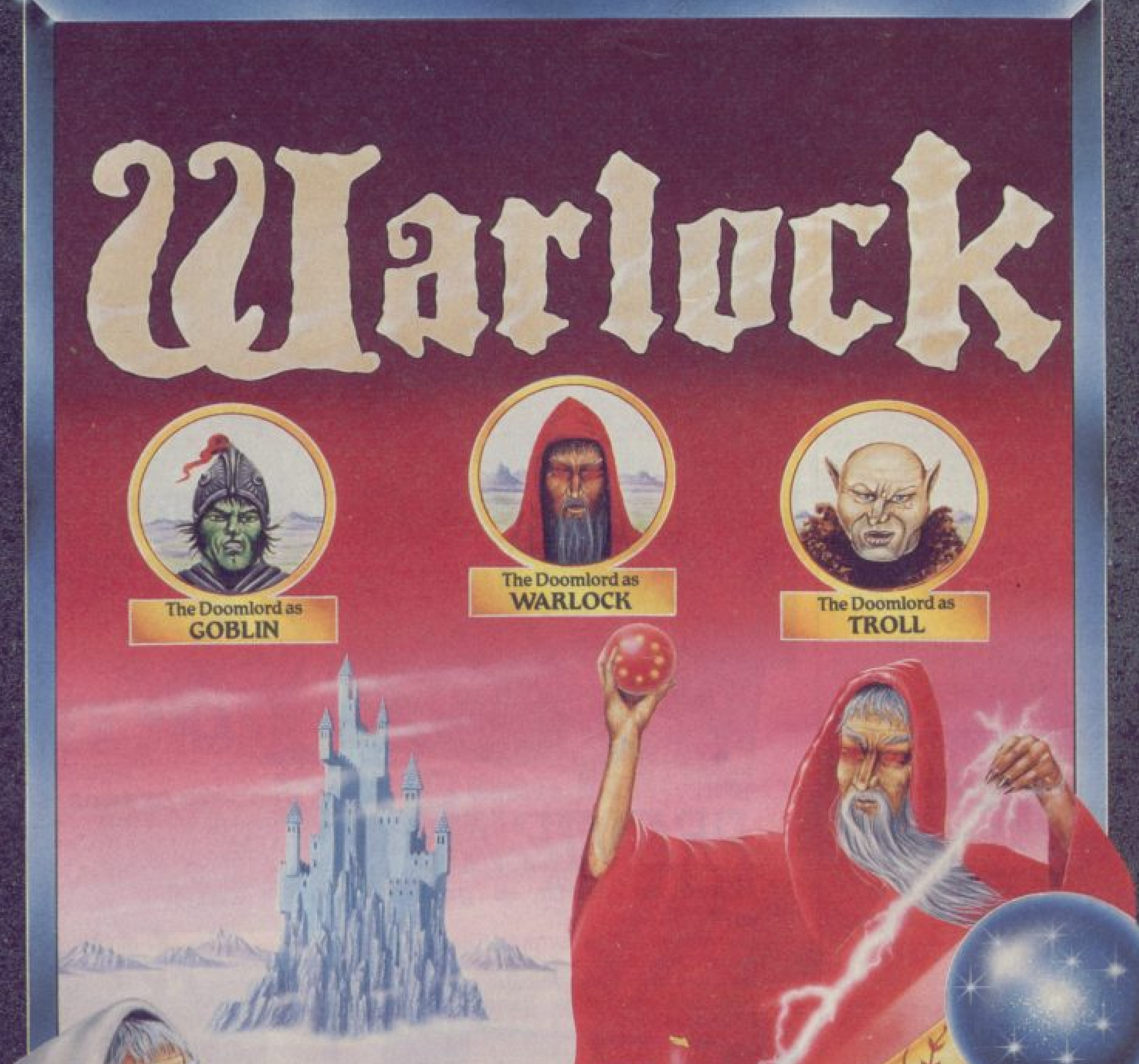
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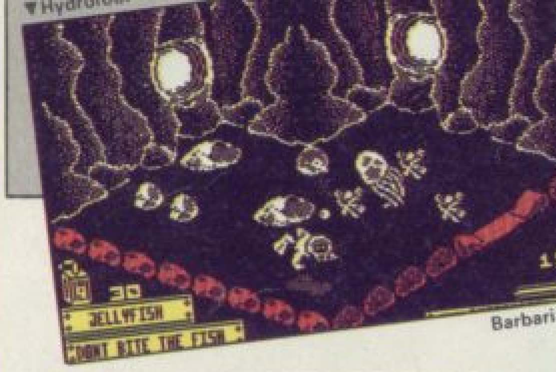
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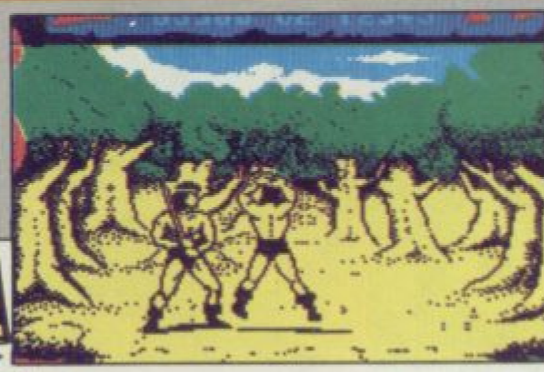
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▼Hydrofool





Barbarian▶

Editor
David Kelly
Deputy editor
Graham Taylor
Staff writer
Jim Douglas
Staff writer
Tamara Howard
Art editor
Gareth Jones
Adventure help
Gordo Greatbelly
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Jon Riglar
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Contributors
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Gary Rook
Hardware correspondent
Rupert Goodwins
Advertisement manager
Louise Fanthorpe
Deputy advertisement manager
Mike Corr
Production assistant
Alison Morton
Advertisement secretary
Linda Everest
Subscriptions manager
Carl Dunne
Publisher
Terry Pratt
Telephone
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In which you could win an amazing radio-controlled jeep just like the one in Ocean's Army Moves. And it's called Wild Willy too (it is, honest)!!!!



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Actually it's a robot that's got something to do with Doc the Destroyer and it looks pretty nifty

And what about some Pawn-ography 99

Rainbird's got lots of copies of the very wonderful 128-only adventure The Pawn plus SIX chess sets to win

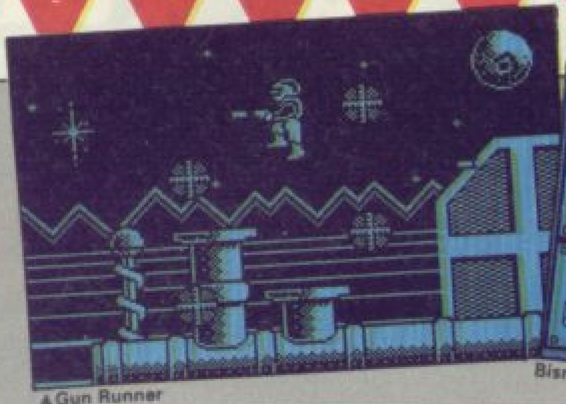
Or some badge engineering 99

Firebird's giving away a heap of Sentinel badges (well, a few anyway) – they're all hand-painted and Firebird says they're pretty costly to make . . .

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WARE



▲Gun Runner



Bismarck▲

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20 POKES! FREE!!!

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Hot on the heels of last month's *Attack of the Ogroids*, here's a full-blown solo quest game to type in. And we're talking serious *D&D* style combat in this one . . .

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If you're a muso with £50 burning a hole in your back pocket you could do a lot worse than check out Cheetah's new Midi gizmo

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You are invited to join the Murder Club, but be careful you could end up. KILLED UNTIL DEAD



"YES, IT WAS A DARK AND STORMY NIGHT... A PERFECT NIGHT FOR MURDER"

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"The Murder Club?' Yes, the Murder Club! Five of the world's bestselling murder mystery writers who transpose their fictional pulp plots into real-life murder and mayhem. Once again they have convened for their annual reunion here at the Gargoyle Hotel. And once again the dark, damp halls will echo with the cries of 'Don't shoot!', 'I've been poisoned!', 'Who stabbed me?', 'I've been shortsheeted!', and 'Who took all the hot water?' Yes, with the Murder Club as tonight's guests, more than the plumbing will be amiss!"

"Each member of The Murder Club will try to bump off the others and lay down claim to the crown of 'World's Greatest Murderer'. But it will not be a piece of quiche! For these brilliant criminal minds must match wits with moi, Hercule Holmes! I have only until midnight to discover the would-be murderer, victim, murder weapon and the scene of the crime."

"At my disposal will be every imaginable piece of high tech crimestopping gadgetry known to sleuthdom: minicameras, hidden bugs, even wire taps. Yet all these modern electronic wonders cannot replace my inherent ability as a born detective... instincts passed from generation to generation in the Holmes family.

Therefore, I accept the challenge. I will uphold the family honour! Before this night is over I will prevent a murder or be murdered trying! If I fail, one of the illustrious members of the Murder Club will surely be killed... yes Killed Until Dead!"

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And if you don't send us your picture – the sillier the better – we'll have to print a picture of a slug

Feud
Mastertronic

If you're thinking about buying Feud with your spare cash: DON'T. The graphics are brill but the rest yuk!! By the time you have collected about five herbs, dear ol' Leaonoric, your rival, has most of his spells and systematically tries to murder you. If you – like me – have already bought this game, then a word of warning – don't go into the herb garden as old man Heike sticks to you like glue and drains your energy so fast that you only last about 15 seconds. Don't waste your money■

Simon Austin
Woking
Game Choice:
Fist II





Eastenders
Macsen

Why did you give Macsen's Eastenders one star. Did you feel sorry for them, pity them? Being a fan of the series I rushed off and handed over my hard-earned tenner. After loading this trash I wish I'd given it to charity. It's got terrible, stoneage UDG graphics, the sound is dire, and seeing I've been told not to swear I can't begin to start commenting on the terrible gameplay. Don't buy this game. Macsen should be charged with robbery and ashamed of themselves■

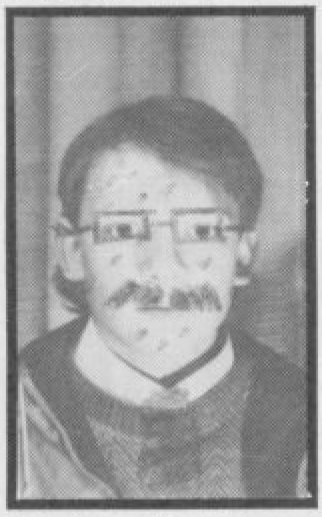
Kenneth Jackson
Edinburgh
Game Choice:
Enduro Racer



Aliens
Electric Dreams

You reviewed Aliens, giving it a classic. Surely you at SU should have a higher rating than a classic, eg a Classic Plus or something, because this game is just pure ace. I mean, how many games create their own atmosphere and make you feel the tension? Aliens certainly does this and it was ackchuelly (!) your review that inspired me to buy the game. So 11 out of 10 for the game and 11 out of 10 for your review. If you ain't got Aliens either get it now or stand in the corner. The choice is yours!■

Leigh Thomson
Perth, Scotland
Game Choice:
Nemesis the Warlock



Enduro Racer
Electric Dreams

I was a bit dubious about buying Enduro Racer, but I'm glad I did. The graphics are amazing, the best I've ever seen on a Spectrum. The way your little rider bounces up from his seat when you land after a jump is sooooo cool! The way the bike climbs up hills and down dales is breathtaking. If you think the graphics are the best part, though you're wrong. The gameplay is bbbbbbrilliant, this game is sooooo playable and addicitive! The first level is easy but the next level certainly ain't, it's a nightmare with cacti in the road etc■

Brett Carlton
Sunderland
Game Choice:
Nemesis

PS Please, please, please, please print my review (I'm a real groveller!)

Super Soccer
Imagine

Being an 'old wrinkly' of 27 and having a highest score on Space Invaders of 206, I have decided that football is obviously a man's game. All it takes is skill, ball control etc. And yes at last a game even I can play. Despite its awful attribute clashes and well catalogued bugs, Super Soccer is great. Yes, you do need plenty of practise to win even on Level 1, but



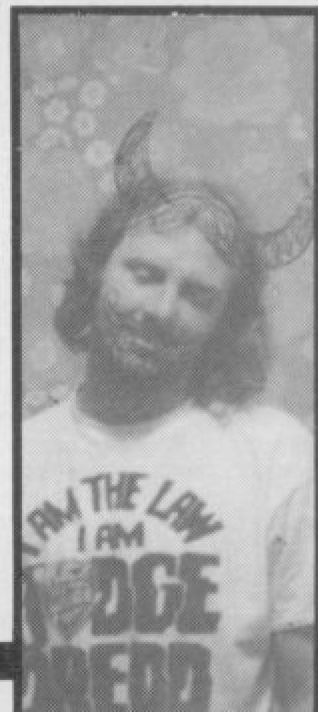
isn't this known as being addictive? If Imagine had taken slightly more time to iron out the faults and included an expanded 128 version on one side of the tape, this game would be a classic, as they haven't it gets a mere five stars. I am the champion■

Thomas Hampton
Cheshire
Game Choice:
Leaderboard

Nexus
Nexus

Ten out of ten for the cassette case but the game is a real dog. The story line is great: rescue your mate, smash the drugs ring and make the front page of your local rag. But the graphics are diabolical – square people walking through technicolour landscapes. Magic Muashrooms has got nothing on this game. . . Definitely a case of throwing away the new shoes and wearing the boxes!■

Ian Charlesworth
Newport
Gwent
Game Choice:
Nemesis the Warlock





Highlander
Ocean

HA HA HA HAAAAAAA!!!!!! I had just seen the movie and I thought that it was very good and when I discovered the computer game I bought it with great excitement. I rushed home and smacked it in my 128K+2 only to find a couple of blobs on the screen which were supposed to be men. The game confused me with so many moves and commands and when I finally got the hang of those, the only way I found of winning was to kneel down and hold the sword in front of my face, and let my opponent tire himself out. No offence to Ocean, but all in all I think Highlander is absolutely Blargggh! It did have one consolation (that's a big word for me) the loading picture was very good. "Yippee skip"■

Lee Pegler
Gloucestershire
Game Choice:
Fist II

Feud
Mastertronic

No, no, no, no, your review of Feud! Not enough stars! This game deserves an SU classic. There's no colour clash, the idea of the game is great.



The animation on the character you control (Learic) is great and the villagers are also a nice touch. The graphics are good and the game is extremely playable, especially for the price. Anyone who has not bought it do so■

Julian Thomas
Stratford
Game Choice:
Enduro Racer



The WRITE STUFF?!



Hyperbowl Mastertronic

You're travelling through another dimension: a dimension not only of attribute problems and strange farting noises, but of challenges, and great value. That's the loading screen up ahead, your next purchase must be: Hyperbowl this novel blend of ice hockey and Asteroids is superbly done by Mastertronic with some brilliant graphics and genuinely challenging gameplay. A definite classic. It it's a game like nothing you've seen before, if it's incredibly good value, you know you've entered (slight nod of the head) the Hyperbowl Zone (nee-nee, nee-nee, nee-nee, nee-nee NEEEEEEE!)■

Shockway Rider FTL

This is just what you said: one of the first *really* original games for a long time. The graphics are excellent with cartoon-style figures, superbly animated. There is something intrinsically fun about hurtling along moving walkways, beating up pensioners, men in string vests, baseball players and of course, the teddy boys in their dark glasses that change lanes to try and decapitate you, whilst all the while making sure that the low-flying hurdles don't do that for them. The signs that sail past (Keep a low profile or Soon: *Rocky 21*) make it a good spectator sport. It's a good idea, excellently executed (and try saying that when you've had a few) and utterly addictive. Let down only by the instructions■



Little Computer People Activision

No, I'm not going to witter on about my little comp pers (thank you Stavros) called Ryan who's got the IQ of half a Mars bar, I'm going to complain!





For the first few hours, the sheer novelty is utterly captivating, but there's one small problem (well, quite a lot, actually). The graphics are a little limited and 'chunky' and the physical differences between the different LCPS are limited – even when their characters are totally different. Sulky LCPs won't let you save the game, and they only play three tunes. It is probably a breakthrough in Spectrum AI, but even 128K cannot hold sufficient frills to hold one's attention■

Sprog the Insane alias Tom Salinsky
Wembley
Game Choice:
Nemesis



Cobra Ocean

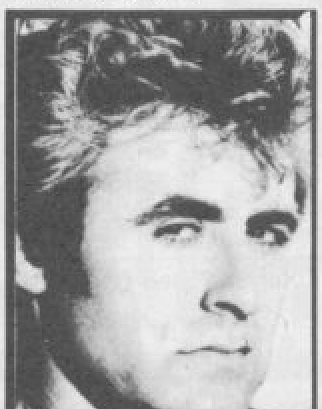
Why did you only give Ocean's Cobra three stars? I think it's mega great. It's a brill shoot 'em up game, if it moves, kill it! The graphics aren't brilliant but those for Stallone match the real person (big and dopey-looking). I found it great fun head-butting people. And I was so ruthless that I even shot his girlfriend, Ingrid. Cobra should have been a classic■

Richard Cross
Dumfries, Scotland
Game Choice:
Judge Dredd

Hardball Advance

Classic? Hardball? Realistic simulation? OK I like the smooth, well animated, no-clash graphics, but it is nearly impossible to hit the ball when playing a friend and the computer never pitches in 6 of the 9 positions. The utter pits of the game are entered if you *do* hit the ball. The outfield is tiny, so the catchers are near each other and can only catch you if they are close to the ball. Management is little more than choosing a pitcher, but even worse is the steal option – it always fails! Good eh? I re-rate it three stars■

Sam Roads
South Woodford
Game Choice:
Arnhem
(and why not???)



Xcel Mastertronic

I totally disagree with your review of Xcel from Mastertronic. You gave it four stars, huh! This review is mad! I bought Xcel within a few days of your magazine coming out and found it to be boring, difficult, unvarying and with cryptic instructions. The only thing it has going for it are its graphics, which aren't bad but not good enough to warrant its price. I took it back the same day and swapped it for Gladiator. (Yes, it is that bad!) Four stars! I mean, four!!■

Daniel Moseley
Norwich
Game Choice:
Scooby Doo





BMX Simulator Code Masters

Hearing that a BMX simulation game was coming out I thought the worst. Bad graphics, no sound, colour clash all over immediately sprang to mind. I was totally dumfounded though when I loaded it in and sampled the excellent graphics and spot sound effects, like the sound of your pedals madly turning. I totally agree with your review and the action replay is as good a feature as the graphics. Good one, Richard Darling. I hope Code Masters brings out some more high quality games■

Goodfrey Armstrong
Hartlepool
Game Choice:
Nemesis

Every so often — well very often actually — you write to tell us that we know nothing about anything and insist that some program we trashed is actually the best game ever. Conversely you blast us for saying something is great that you absolutely loath and detest.

Enough is enough. We can't take any more, if you think you're so clever you write the damn magazine. We mean it!

Every month we'll devote a page to a selection of your opinions on the latest software. Don't get mad – write the review you think the game should have received and we (subject only to space) will print it.

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JON RIGLAR'S

What's that? (crackle, crackle) The June copy of *Zapchat* did you say? (crackle, crackle) Well, no, actually I haven't quite completed it. . . (crackle, crackle) You mean it was supposed to be in yesterday!? (crackle, splutter) It'll be in the post tomorrow, honestly – stop hassling me. Bye. (Clunk.) Well, there you go – around 50 words of utter nonsense and not one mention of tips, scandalous subjects, bodily organs and politics and the like, my name's Ben Elton, goodnight. Short Circuit – there's a cracker of a game from Ocean if I ever did see one and we've rounded up the totally definitive way of completing the first part. (And the map, tell them about the maps Jon). What could be more interesting than squinting at a load of black squares that are supposed to resemble the room layout in Short Circuit?

ZAP CHAT



▲Feud

Feud,

right now, is at No 1. The map below looks just like a lot of black and white lines, and it is. It was sent via first class pidgeon from Hanish and Matthew Hughson. Here's the key you need:
C Cooking pot 1 Mad Celt. . .er-. . .Sage 2 Burdock 3 Skull Cap 4 Dragon's Teeth 5 Cat's ear 6 Knap weed 7 Rag-wort 8 Speed-well 9 Balm 10 Few fever 11 Toad flax 12 Cud weed 13 Devils-bit 14 Pipewort 15 Bog Beans 16 Dandylion 17 Hemlock 18 Mousetail 19 Bones 20 Bird Week 21 Fox-glove 22 Snap-dragon 23 Thistle 24 Chrondrilla

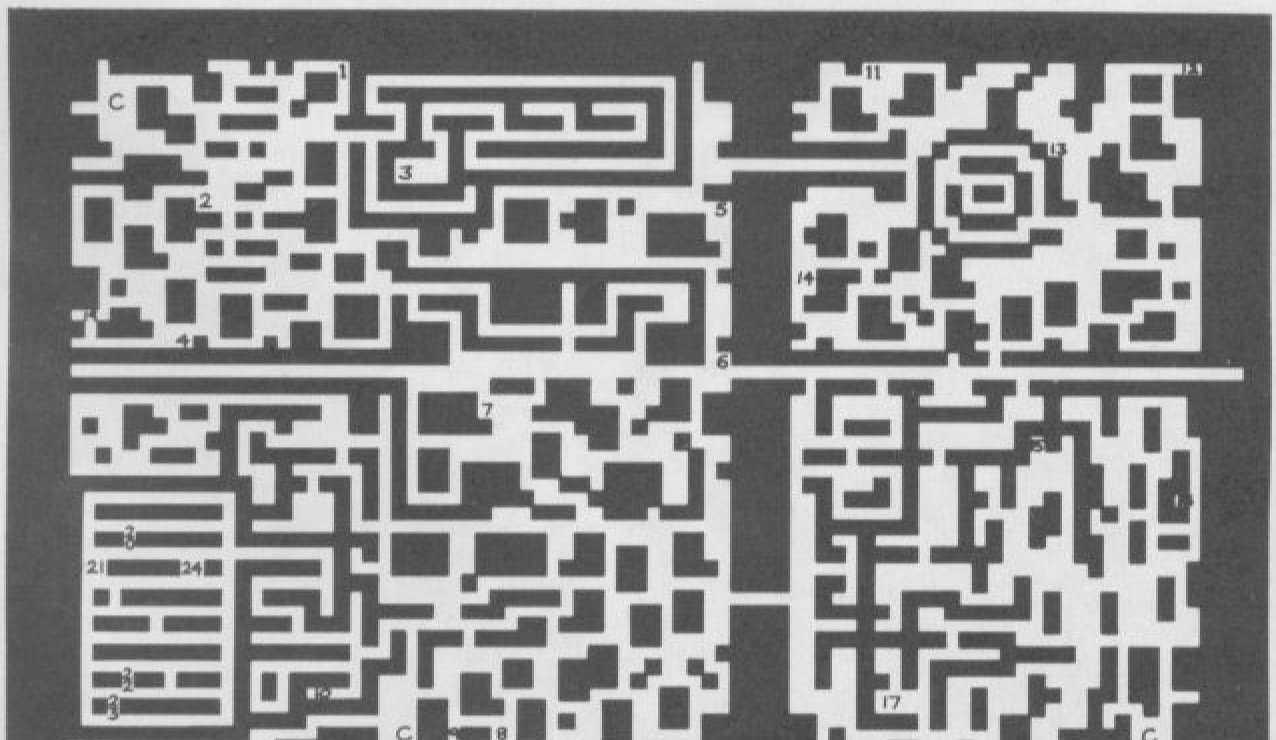
Amaurote

is a game all about insects and has some absolutely brilliant graphics which tend not to usually appear within the guise of a budget game. The object is to wipe out the insect swarms that have invaded the cities and the only way you can do this is to destroy the queen bee. The first thing you will therefore need to do is to locate her. She can only bee (groan!) eliminated by lobbing a supa-bomb in her direction. So, radio back to base and order a bomb which should arrive within 40 seconds. In the meantime, you can go to the Arnachus where the supa-bomb is to be parachuted in and wait. This is done by selecting the equivalent scanner mode and following the arrows. As soon as the bomb arrives, make sure you pick it up quickly and avoid pressing the *Fire* button again. Now select the queen bee scanner mode and locate the centre of the hive. If all is clear, lob the supa-bomb at the queen.

Now the object is to wipe out all the remaining drones, the city will be free of the swarm and you will move on to the next city.

Therefore, all you really have to worry about is surviving long enough to destroy the queen bee. From then on its a matter of patience. It can, in fact, be quite boring at times and although we rather enjoyed blasting the scenery to millions of tiny pieces, this is not actually the point of the game at all. We even managed to blast a hole in the wall at one point and promptly escaped only to be stranded in the mystic wastelands of spriteland.

▼Amaurote



▲Feud map

Head Over Heels,

Jon (**Batman**) Ritman's latest Ocean effort. Here's a map of the early screens showing you how to join up Head and Heels.

Picture this – you are sat in your sunhouse, sunning yourself, and then the postman arrives waving a package at you. (They generally ring the doorbell at round 7am!) You rip open the package and this cassette thingy falls out. Our of interest, you grab it and inspect the cover – it's

Route 1 – Head

1 Start Room – no problems except the magic bunny. Climbing is a matter of jumping and whilst in mid-air turning in the opposite direction. Getting the bunny gets you two more lives. You'll need 'em. Get on the transporter to get out

2 Boring room. Go straight through

3 Boring ledge. Jump down

4 Boring room. Leave

5 Hallway. Don't jump over toasters yet. First take the room to the side

6 Getting the Doughnuts. Jump over to the switch which stops the beacon from moving. Jump back carefuly, otherwise you'll toggle the switch back on. Jumping is quite easy – well within Head's range – the only problem is a danger of overshooting one of the platforms but it is possible to guide Head in mid-air and watch where he is going to land. Once the beacon is switched off more careful jumping will get you to the Doughnuts and back. Leave room and jump the toasters in the hallway. This is a matter of judgement, go as close as you can without actually touching and then jump as far as you can

7 First fish room. Don't get the fish yet. Go through to the Doughnut gun room. (If in danger from the roving Beacon jump on to the spring for safety and leap off when the path is safe)

8 Doughnut Gun-Room. Not too difficult provided you remember to keep moving. Those platforms are going to collapse. On the way back jump from the middle platform as far as you can to get back to the ledge by the door

9 Get fish and leave room take other exit to the first double room. This is just a matter of jumping carefully. Get as close as you can to the obstacles before jumping

10 The only room which both Head and Heels pass through. Onward

11 Nasty ledges which collapse. This room needs you to keep jumping and going forward

12 Nothing really bad in this room go straight through first of all to get bonuses

13 Seemingly impenetrable lattice room. There is a secret hole (see screen shot) which lets you to the doughnuts. Blast the whirly monster with doughnut gun to keep it out of the way. The Bunny makes you go faster but that isn't much use. Back to previous room and take the other exit

14 Boring corridor

15 Awful Dalek room – just a matter of making a run for the exit. Don't touch the platforms in the middle. Expect to lose a life or two

16 Double room. Get the bonus bunny by careful jumping (press *Jump* only NOT *Forward* and you should land OK). There are rooms off to either side – you can take either though I think the one to the left is a lot easier. But taking the right . . .

17 The way through this one is to push the block on to the robot as far forward as possible then stand on the block as far forward as possible. Then jump when level with the exit. It's very difficult. Or you can take the other room . . .

18 Jump on to the lift and jump off to get on the top of the pillars. Push the blocks off the pillars so that they fall off the left-hand side. They will pile up on top of one another. Jump off and push the blocks so that they are in front of the exit. Climb the blocks and Kazam! you can get out

19 Take the exit on the top-right wall

20 No problems in this one except getting to the fish. Watch out for colapsing platforms

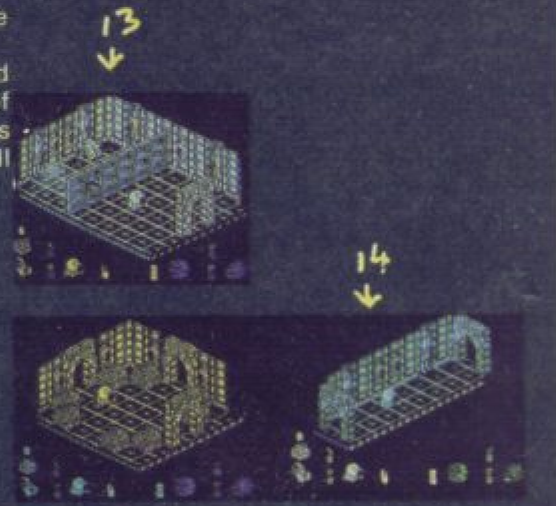
21 Jump off the platform

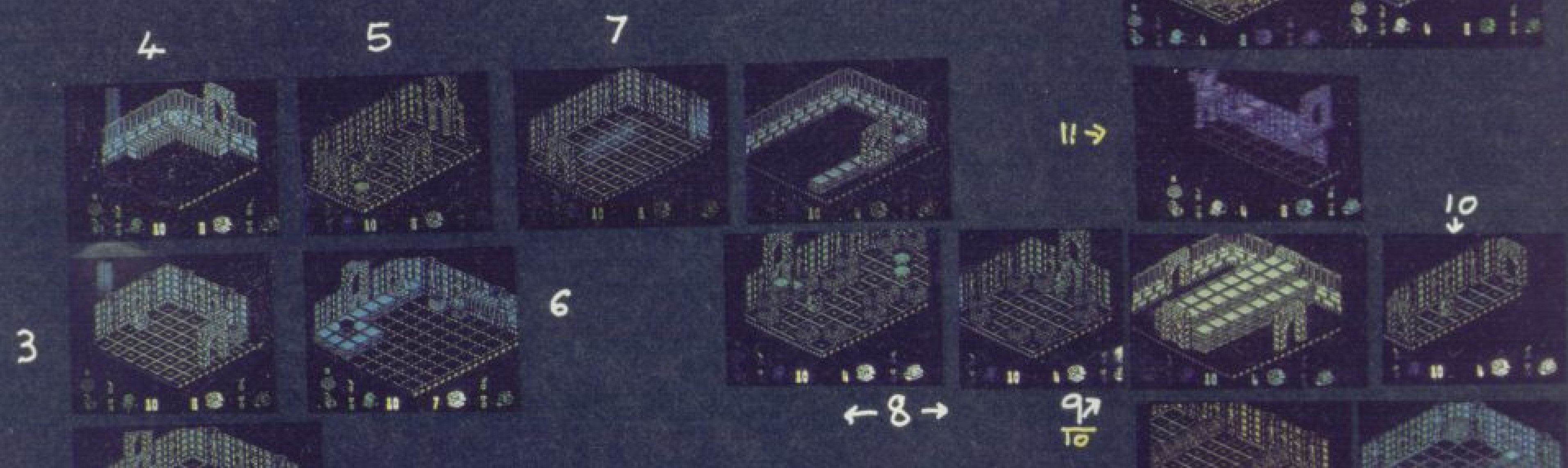
22 The Courtyard. Take exit

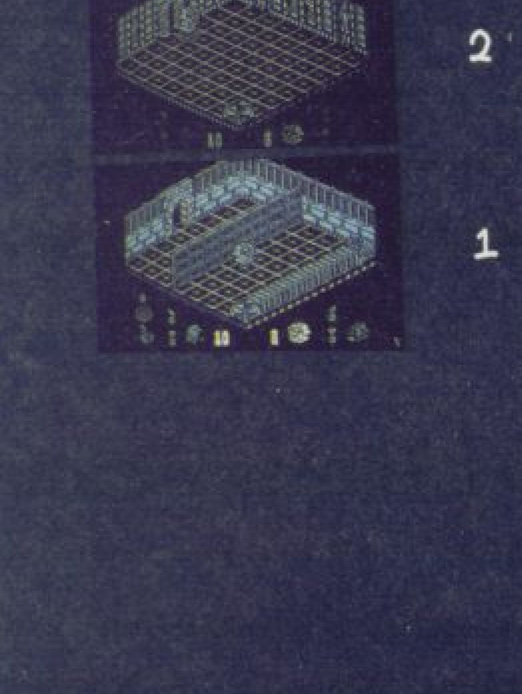
23 Get the bunny (the platform collapses). Don't investigate the other pile . . . Leave it alone

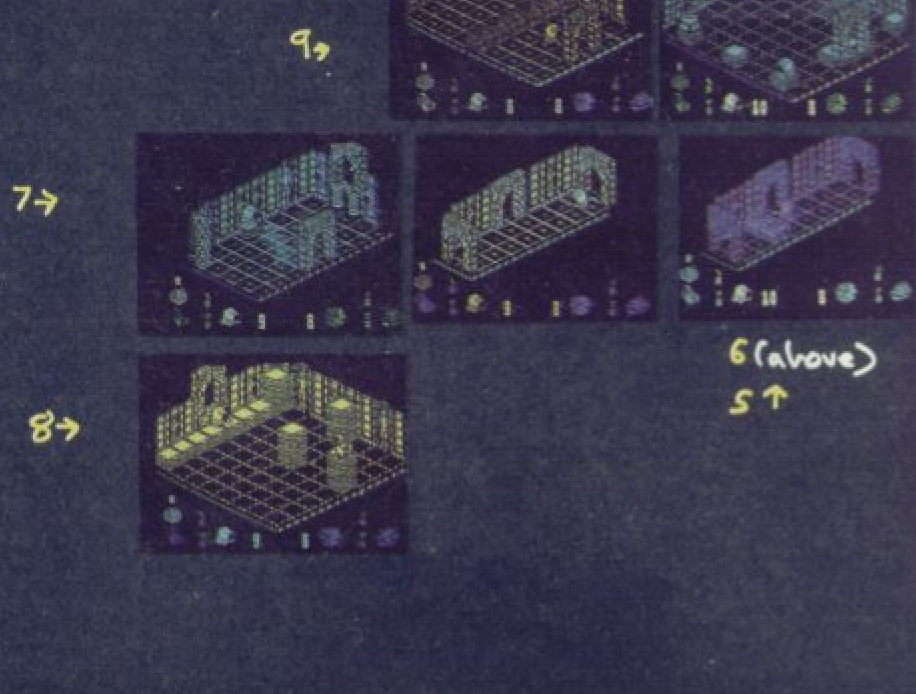
24 The Meeting room. Wait. Here's where you'll meet Heels – and you'll need his help to get any further.

Now flip over to take control of Heels







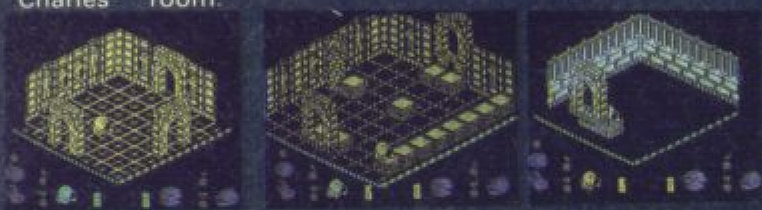


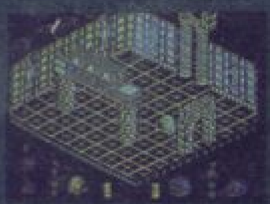
MAP CHAT

Route 2 – Heels

1 Get on transporter. Leave
2 Push spring in front of exit and jump out
3 Climb on lift
4 Jump on the conveyor belt. When you go around the corner start pressing the *Jump* button (assuming you are now facing the wall) – you will jump out successful when you reach the exit. Otherwise you'll die
5 Fish room. Don't get the fish yet. Go through, instead, to the room on the left
6 Prince Charles room. Steer robot Prince Charles with the joystick (Charles moves in the direction you push against). Use Charles to push the block in the corner along the wall to the square one square away from the ledge which runs in front of the exit and in a line with the conveyor belt. Move Charles to the square by the wall just after where the conveyor belt ends. Move Heels to the exit ledge square, in line with the conveyor belt and use the block and Charles as stepping stones to get to the bag. Come back the same way. Exit. Get the fish and pick up the drum thing put it down in front of the exit and jump it and then out
7 First of the Darlek mice. These are swine. You need to get to the left in the corner. Technique for avoiding the mouse is not to stand still. Run back and forth in the same spot until the lift arrives and then get out of there . . .
8 Double room. Simple. Push one drum to the exit, pick up the other. Stand on one drum and drop the one you are holding. Jump out
9 The only room they both pass through. Run through
10 Corridor. Run through
11 This is a horrendous room. Use same technique as before to keep mouse away whilst simultaneously watching out for the beacon. Somehow get on lift. The bunny if collected will make you bounce higher which enables you to dodge a bit better but in some ways makes the next bit more difficult . . .
12 On the lift. The ledges are difficult. The first one collapses and it is all too easy to bounce straight off the next one. If you don't have extra bounce stand right on the edge of the lift facing the south east. Jump, jump, don't jump anymore! face exit and leave
13 Double room. Needs some careful jumping. Jump on to first spring, move nearly off it and then jump as far as possible over the second spring and on to the next platform. The platforms before the next exit tend to collaps so keep jumping and turning to jump out
14 Boring room. Leave
15 Push the ball against the switch, timing it so that when the robots are stopped (it switches them off) you are left with a clear pathway to get through. If you get it wrong go out of the room and try again
16 Boring ledge. Jump down off to the left
17 A Room that needs patience. It's less difficult than it seems but you need to be patient. Heels needs to get out of the exit on the left. He must pile up the four blocks one on top of another and then jump off the top. The beacon gets in the way but if it gets too near jump on a block (drop one and jump on it if you are carrying one). The biggest problem really is the beacon pushing your blocks around. Best to set them up slightly off to the right of the exit I've found then they get pushed in the right direction . . . Exit
18 Run along corridor
19 Rush the spring so that it stops robot moving. Jump on to the spring and jump off over the head of the robot. Exit
20 Jump off ledge and . . .
21 Heads meets Heels. Yippee!!!! Get Heels to pick up the block. Join up Heads and Heels, move over to exit, drop block and jump from on to of it . . .

CONGRATULATIONS YOU ONLY HAVE A COUPLE OF HUNDRED ROOMS TO GO

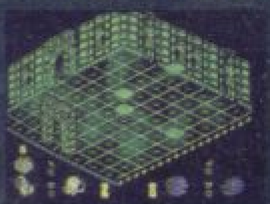
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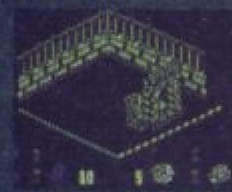

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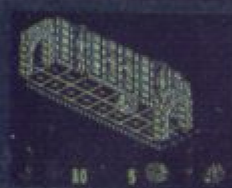
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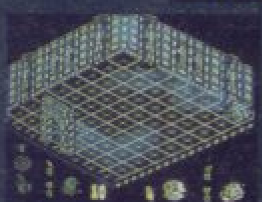

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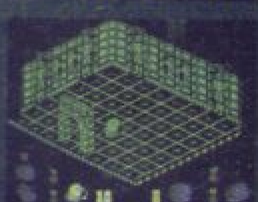
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←11

←3

2 ↑ 1


↑ 4

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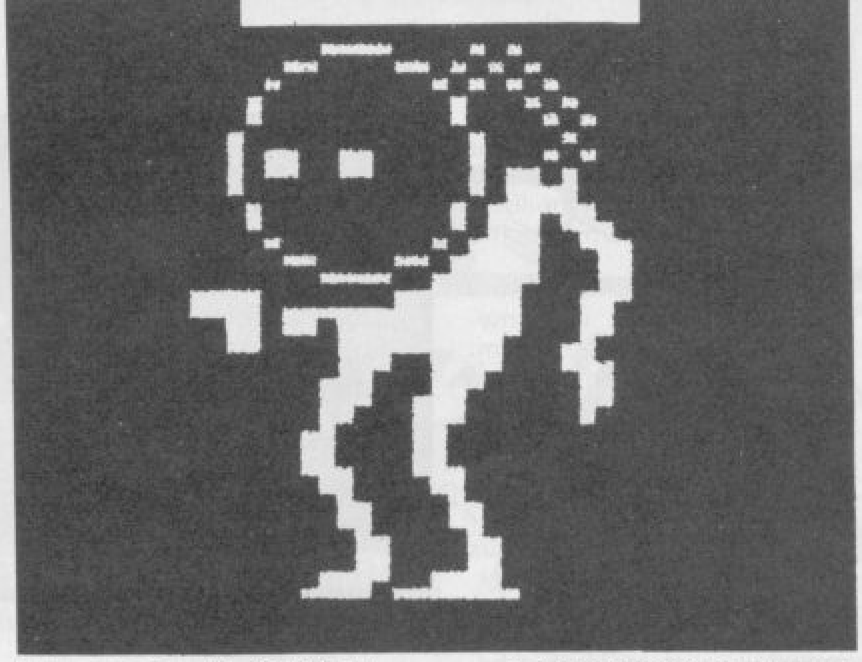
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JON RIGLAR'S ZAP CHAT

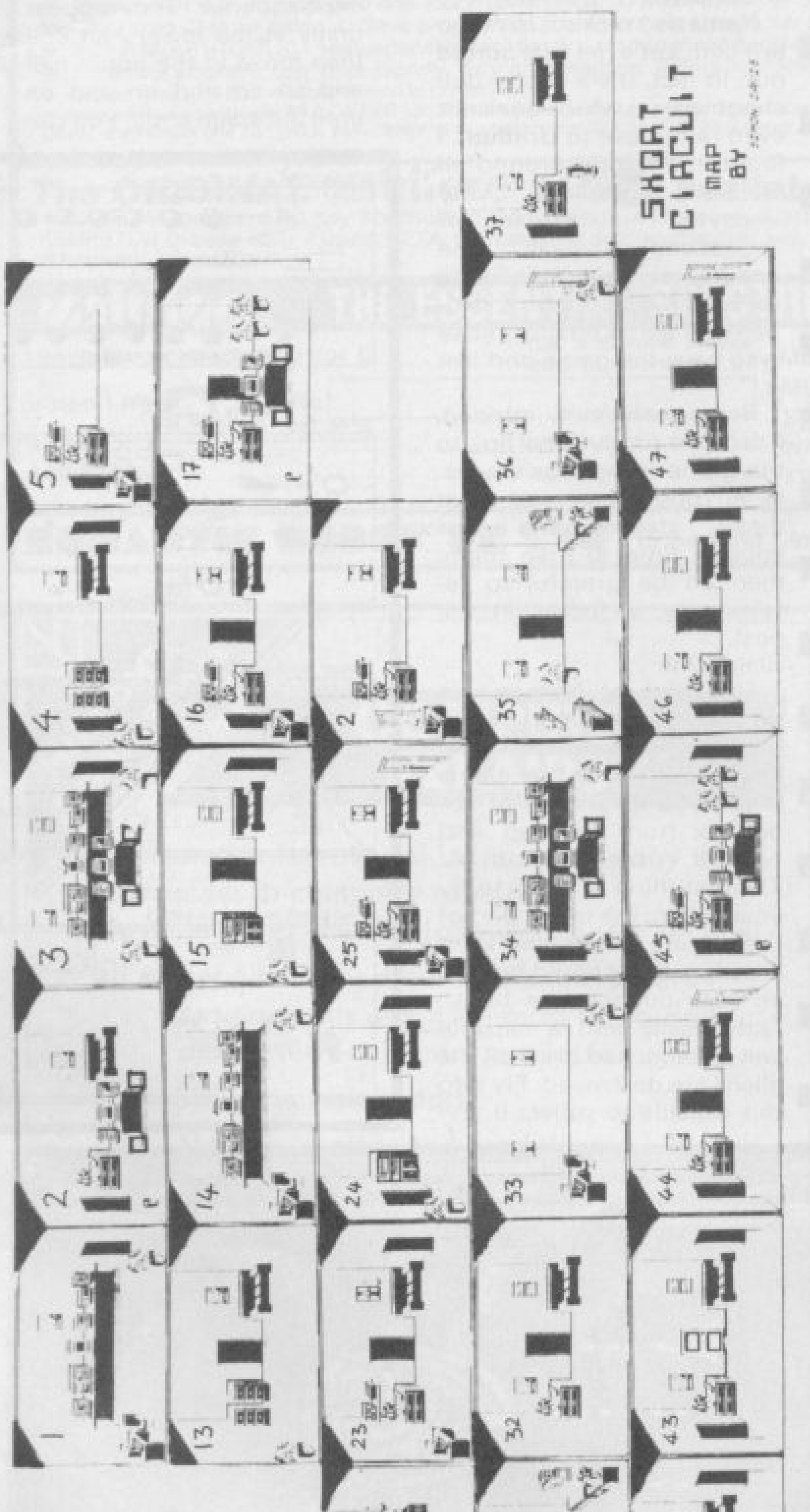
Zub

Steve Phelps from Gloucester has been delving deep into his copy of Zub, Mastertronic's very wonderful platformsy thang.

He's been messing around with his Multiface 1 and uncovered something pretty a-maz-ing! If you've got a 128, *Load* in **Zub** using the 128K mode tape loader option. Play the game and then hold down the 2, 4, 6 and 8 keys simultaneously. Suddenly you're in a cheat mode! You've got 'CHEAT' flashing across the top of the screen and are invincible to every-



thing except the boundary walls. But that's not all!! Still in 'Cheat' mode press the 1, 3, 5 and 7 keys simultaneously – and suddenly you're in a whole different game! Honestly! It's called **Light Farse** by As Fast As You Like Software. Apparently Binary Design which wrote **Zub** had a day left at the end of the production schedule for **Zub** and wrote the spoof in the last afternoon... Thanks Steve, nice hacking!



Short Circuit

looks like a totally boring and dud game based on a rather boring film. However, you are getting paid to test the things, so you load it in and it turns out to be quite good, with nifty graphics, value for money, – a wonderful 128 soundtrack and challenging gameplay. So, what do you do next? well, you wait until somebody sends in a cheat and here it is. Ian O'Connor and Karl Fudge sent the necessary goodies in and also included a map for your delight. It's all fairly straightforward and the tips and room numbers meant to correspond to the map.

● First of all *Link* up with the terminal in Room 2. Load in the programs to allow Number 5 to *Search* and *Use* sometink. Then *Search* the Draw Unit in the same room and in it you will find the Blue Passcard. Take this.

● From Room 2, go on to Room 32 (There's quite a bit of travelling to do in this game) Use the Blue Passcard to open the locked door. Go through the door and use the passcard again – doing this will then keep the door open and it is necessary to open the doors twice virtually everywhere.

● Pop off to Roomus 34us and *Link* up to the terminal. Once you've gained access, load up the *Drop* program. Now throw the Blue Passcard on to the bench and forget about it utterly, totally, absolutely etc.

● Toddle (oh, good grief, he's started – Ed) off to room 22 where you will come across a spares box. Search this and you'll be rewarded with a *Jump Hardware* thingymagig. Move across the room to one of the robots and *Search* them to get the *Laser Software*.

● Move Number 5 to Room 25 and *Use* the *Red Passcard* to open the door. Move your box of gadgetry into the next room, remembering to open the door twice. The door will now stay open. Pop off to Room 47 where you will need to drop the *Laser Software* and *Jump Hardware* on the drawer unit. Lob the *Red Passcard* on to the sofa next to the drawer unit and go off to Room 5. (that's all the way to the top and turn right at the second set of traffic lights).

● Once in Room 5, *Search* the desk. Inside you should find the *File Key*. Grab hold of it and escort (Yes I've just bought one – does that make me a yuppie – David? Depends if it's all white with the sun-roof – Ed) it all the way back down to Room 42. Use the *File Key* to open the file. *Drop* the key on the sofa and sift through the file. You should find a *Pink Passcard*.

● With the *Pink Passcard*, waffle your way all the way back to Room 5. You should now be able to open the locked door in Room 5 and once you get inside the next room *Search* the draw unit and you should find a *Drawer Key*. Take this and head off to Room 16. In Room 16, there will be a drawer unit which, believe it or not, can be opened using the *Drawer Key*. You will then be presented with a *White Passcard* which you need to take to Room 36.

● Drop the *Drawer Key* in the nearby plant pot for future use. Use the *Pink Passcard* to open the locked door. (Beware: When in this room there is an enemy droid, so go in and turn round so that you can rush out immediately.)

● Provided you managed to escape the droid, you should now be back in Room 36. Now drop the *Pink Passcard* on the nearby table and so you should now only have the *White Passcard*.

● With this card, go to Room 44. Use the *White Passcard* to get through the

JON RIGLAR'S ZAP CHAT

door. (You can only go through this one once, so there is no turning back!) Go straight to Room 36 because the droid that was in Room 37 has now moved his electrical bits to Room 26. Search the plant pot and take back your *Drawer Key*.

● Go off to Room 37 and unlock the *Drawer Unit*. Inside this is the *Grey Passcard*. Take the passcard and drop the *Drawer Key* on the nearest table. Move out of this room and grab the *Pink Passcard* from the table.

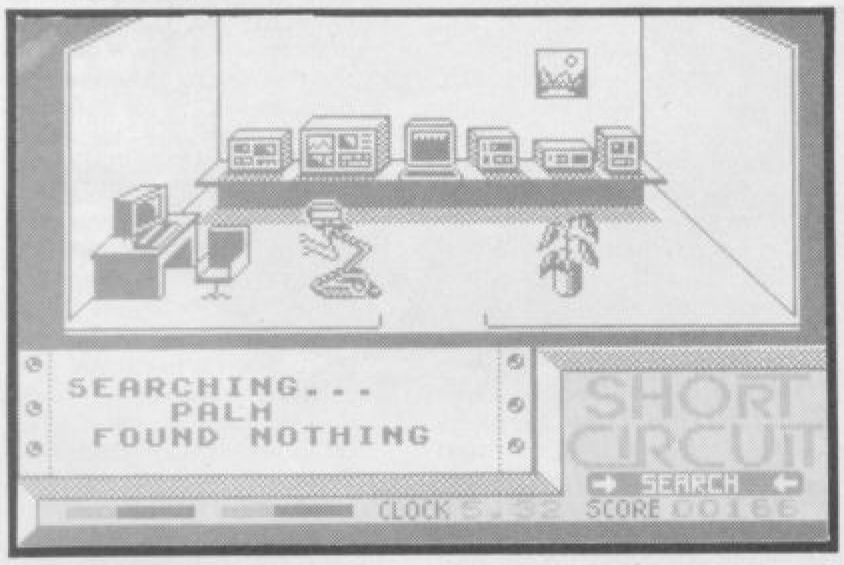
● Go down and use the *Grey Passcard* on the locked door in this room. Before you leave, pick up the *Red Passcard* from wherever you last left it and then exit the screen.

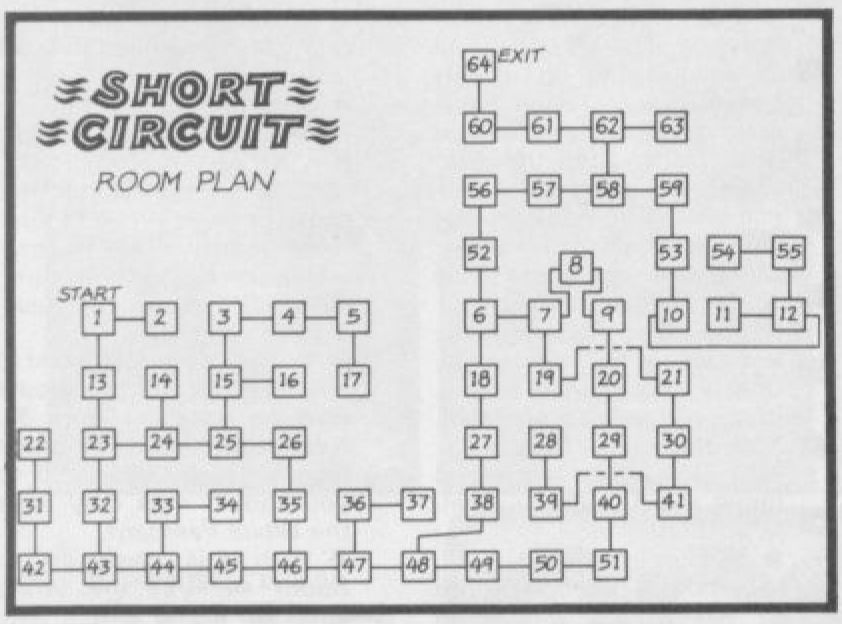
● Use the *Red Passcard* on the locked door in the next room. Now tror (or even trot! Get a new typewriter — Ed) off into Room 49 where you'll come across another locked door. Use the *Red Passcard* again on this door. Drop the passcard you have just used somewhere in the next room. Continue on to Room 51 and open the locked door in this room with the *Grey Passcard*.

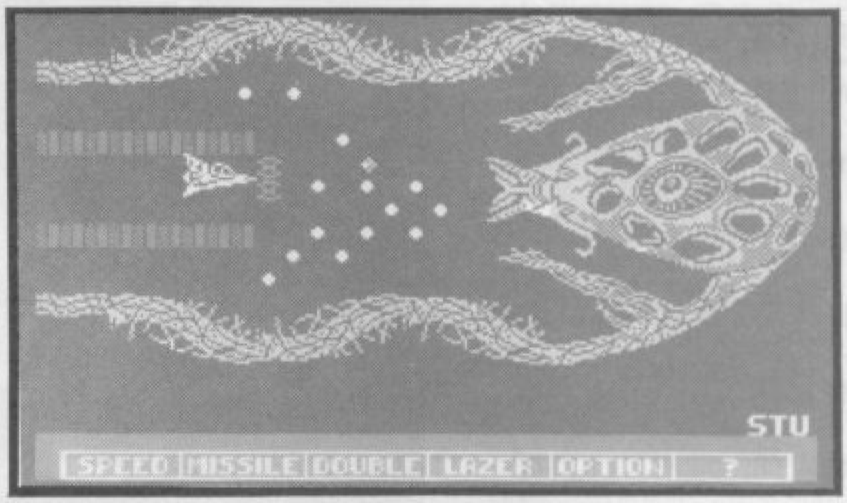
● Once you've used the passcard, drop it somewhere in the next room. Move on to Room 29 and *Search* the bin where you'll find a *Hacking Disk*. Wrap your filthy hand around it and take it back to Room 50. Here you'll find a computer terminal. Move over to this terminal and *Use* the *Hacking Disk*. You will be allowed access to the computer security system. Have a fiddle. Make sure that the system is set to *Secmode Low* before you leave though.

● Keep hold of the *Hacking Disk* and head back to Room 47. Here you need to *Search* the draw unit and take the *Laser Software* pack which you dunked there earlier. Now you have to do a bit of jogging — you need to take the *Laser Software* pack up to Room 18 and then drop it on the sofa. Go all the way back to Room 47 and then grab hold of the *Jump Hardware*. Take that back to Room 18 and drop it next to the *Laser Software*.

That's all on **Short Circuit** for this month. If you're desperate for the rest of the solution then tune in next month.







Nemesis

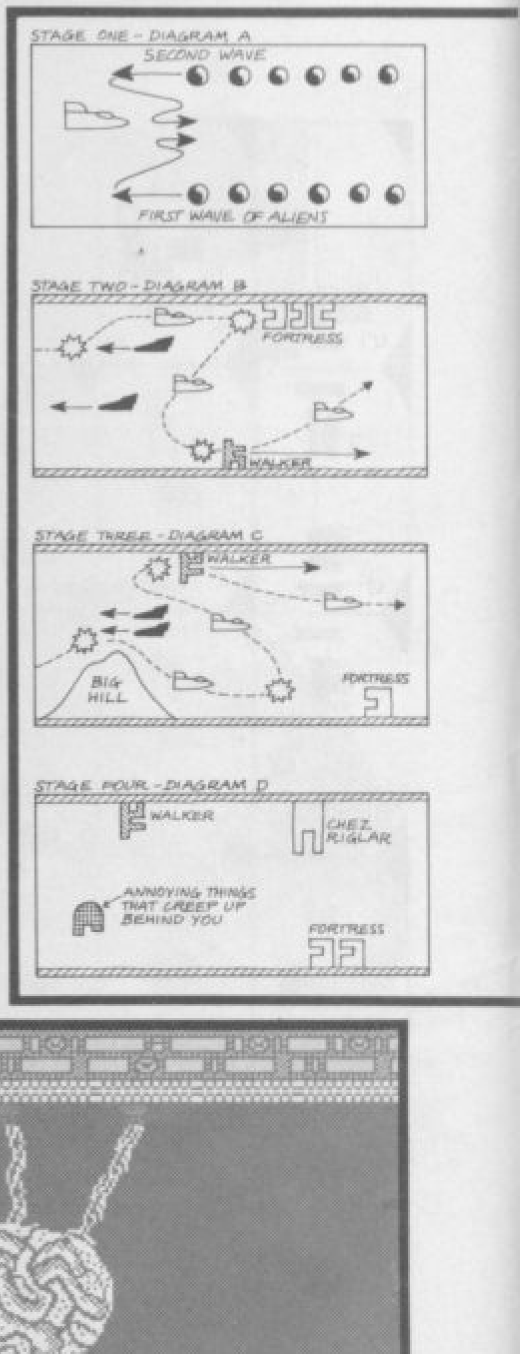
was on the top of the piles and consequently here are the formulated tips (Well, there was a good link if ever I wrote one.)

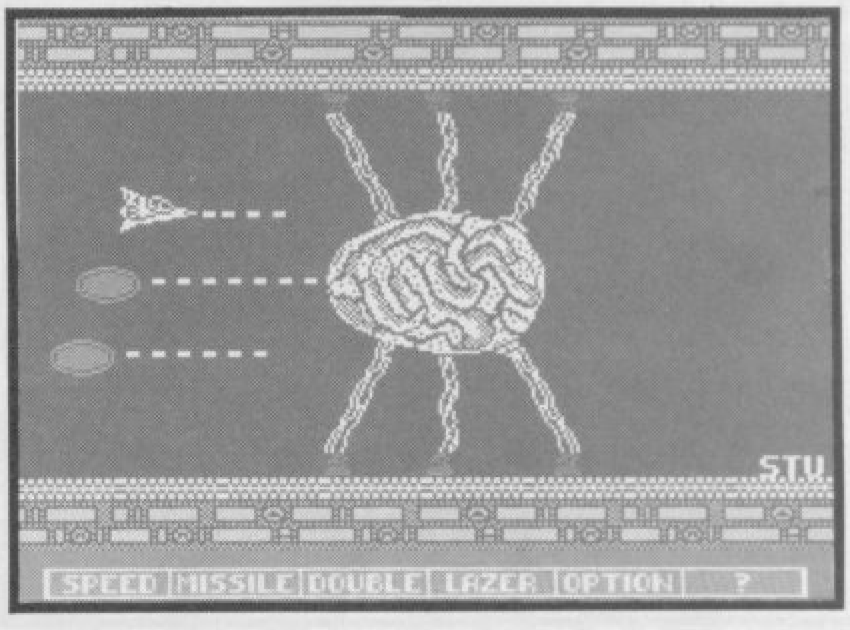
Nemesis I reckon, isn't too brilliant. Let's get that sorted out. In fact, it's a pretty dull shoot 'em up which does not even rank close to **Uridium**. I found the 'block' around all of the graphics very annoying — instead of 'squeezing' past the enemy, you have to fly wide to survive. Enough said, here are some tips for those who have the game and like it.

Being technically minded, I decided to give the tips to the game in various stages. If anybody has got past these stages and has enough time to map them, then I'd be grateful to receive any scribbles in the post.

Stage One

This part of **Nemesis** is perhaps the easiest of the lot. You're flying along in open space and the aliens attack you in groups of about six from the top and bottom — see Diagram A. The first thing to do is to fly your ship to the lower part of the playing screen and keep blasting. You should be able to wipe out the first bunch fairly easily and a capsule will be launched once all the aliens are destroyed. Fly into this capsule to collect it. Every time you manage to collect a capsule, a square on the menu in the lower half of the screen will be highlighted. You'll soon realise that the aliens appear in a repeating sequence. They appear firstly in the lower half and then move to the upper half and so on and on and on until the stage ends. You can





JON RIGLAR'S

ZAP CHAT

collect at least five different capsules in this stage and this will allow you a choice of weapons. After testing the options available, we decided that it was worthwhile waiting to collect the option marked with a '?'. Choosing this option, arms your ship with a shield and allows you to blast and crash your way right through the following sections as long as you don't die. If you manage to survive long enough to collect a few more capsules, you should be able to collect the laser which is another goodie.

Stage Two

Once you get past the first part, the going gets tougher. Armed with your array of weapons from the last section, you now enter a landscape full of the enemy. Refer to Diagram B and approach the section from around the mid-section. Wait for a few seconds and soon the first batch of aliens will appear. Blast the first set of spacecraft and then shoot to the top of the screen. A set of three gun emplacements will appear and tend to be rather dangerous blasting continuously at your craft. Provided you're already position at the top you should, by frantic waggling of the joystick and depressing the *Fire* button a thousand times a minute, be able to blast the fortresses to bits within a few seconds. Duck down immediately and watch out for any stray bullets. A walker should now be trodging along happily at the lower half of the screen and will soon let loose a wave of missiles in your general direction. The trick here is to duck down low and reduce you speed drastically so as to position your ship behind the walker. Once there, hammer the diddybonger (SU slang for *Fire* button. No it's not – Ed) until the walker blows up and drops a capsule. Pick this up. You should now be able to go on to the next stage quite happily.

Stage Three

As long as you've managed to climb up and over the mountain after blasting the walker, you are now on to an easier part – see Diagram C. You need to duck down low again and knock out the fortress that's the first thing to appear. Whilst this is happening, a walker will have crept up behind you on the ceiling level and will probably have a whale of a time letting loose missiles. So, once again pull back and climb up behind him. If you manage to survive, blast the walker to bits as soon as possible. It'll then let loose a capsule which can then be picked up to gain extra missiles and the like. If you have timed everything OK, then you should not be able to move on to the next stage.

Stage Four

This is where things start otting up! All the following sets of screens that appear in the game are slight variations of this one – see Diagram D – if you don't believe me. Every so often, a large building will appear in the screen and it could be positioned either on the ceiling level or on the floor. These buildings take at least three missiles to destroy. If you have a shield (indicated on the menu as a '?'), then you can smash your way through most things, so these buildings will not be standing in your way for long. But beware! If you persist in using your shield as a battering-ram, it will soon wear out and evenetually disappear and this could cause some hairy moments.

Also appearing every so often are aliens that bounce up from behind your ship. Keep an eye on your rear and, if necessary, move forward a bit so as to give you an advanced warning and a few inches of room to manouevre your ship in an emergency. (There are bound to be loads of emergencies!

At random intervals, the deadly walkers will sprout from their orifice and try their best to spoil your day – avoid flying along at the top or bottom of the screen for too long otherwise when a walker materializes, it'll bash straight into your ship. Therefore, the key to the puzzle, is to slam your joystick around hysterically and avoid staying in one place for more than a few milliseconds. Another old friend, the fortress, will also spring up on the ground level and should be blown apart.

Before we say farewell to the subject of **Nemesis,** here's a letter from Q Vandervill, who writes from London to say "Enclosed is an infinite lives *Poke* for **Nemesis** Type *Merge* " "instead of *Load*" ". When the OK:01 message appears, stop the tape and type in *51 Poke 51949,0*. Next, type *Run* and start the tape. Now you'll be armed with a full swod of lives to enable you to complete the game."

If you've got an Interface 3 or a Multiface One etc, the you can get the same effect by loading the game in as normal and the utilising the interface. Choose the *Tool* option on the menu screen and then type in 51949 as the address and 0 as the *Poke*■

POKE CORNER

Steven Carr from Preston has been at it again. 'At what?' I hear you cry! Well, supplying Pokes designed especially for the Multiface One, making SU the only mag to help the users out when they are a bit stook. This month, there are some great pokes, some of which are even quite up to date!

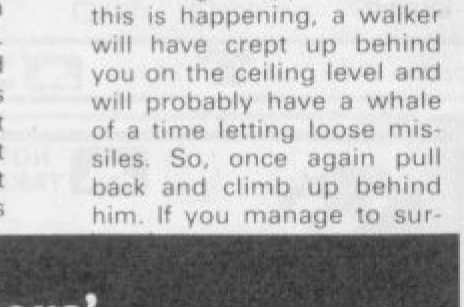
Gauntlet: 338,255 Keys: player one
Gauntlet: 33833,255 Magic
Gauntlet: 33833,255 Invincible
Gauntlet: 33864,255 Keys: player two
Gauntlet: 33865,255 Magic
Gauntlet: 33866,255 Invincibility
Jailbreak: 65364 Number of lives up to 255
LightForce: 40725,0 Infinite lives.
Impossaball: 41185,0 Infinite lives
Arkanoid: 33702,0 Infinite lives
Arkanoid: 33127, Number of level
Arkanoid: 38128, Blocks left
Shadow Skimmer: 53872,0 Type both for infinite lives
Shadow Skimmer: 53873,0

Big Five Readers' Chart

Michael Brown

What's the most sought after thing in the whole wide universe? A banana? A packet of Hedgehog flavoured crisps? A good link to the next part of the column? (Well, yes actually.) No, the thing everybody wants is to get their name in print isn't it? All you have to do is to send your top five games of all time and then include the worst, naffest, most totally useless game that you have got. Anybody who sends the goods in and does not include their favourite pop group, or should I say artiste, will be rounded up and forced to swallow six foot of rope and then cut open their stomach and gradually pull it all out. (Yes, I saw the *Last Resort* a few weeks back.) Michael Brown seems an intelligent enough sort of bloke and conformed to the rules to send in his chart and Fluff Riglar will run it off you you, pop-pickers.

1 ZUB (Mastertronic.)
2 ALIENS (Electric Dreams.)
3 MARSPORT (Gargoyle.)
4 ARKANOID (Imagine.)
TOP GUN (Pah! this drivel came from Ocean.)



Zapchat Big Eight: Shadow Skimmer

It's about time I showed you the results of the **Zapchat Challenge** for **Shadow Skimmer** – it was a biggy, with at least four people fighting for top spot

1	Michael Cargill	100920
2	James Todd	100840
3	John Wright	99760
4	David Kelly (From Scotland, from Scotland!)	89900
5	David Mansfield	70920
6	Tiddles the Cat (Thats was the signature!)	64040
7	Jeff Knowles	55060
8	Mike Gabbidon	40320

Changing the subject completely I've decided in my wisdom to let you have a bash at Konami's **Nemesis** for next month. So, it's a matter of who can get the Poke to work first and how long they are prepared to stay awake for!

BACKGROUND NOISE

Background Noise looks behind the top games of the moment and speaks to the programmers who sweated blood to produce them. Background Noise looks from the author's point of view — at the particular programming problems and the way they were solved

The Sentinel

Firebird

When The Sentinel was released last year for the BBC and C64 it scooped just about every available award for the programmer, Geoff Crammond.

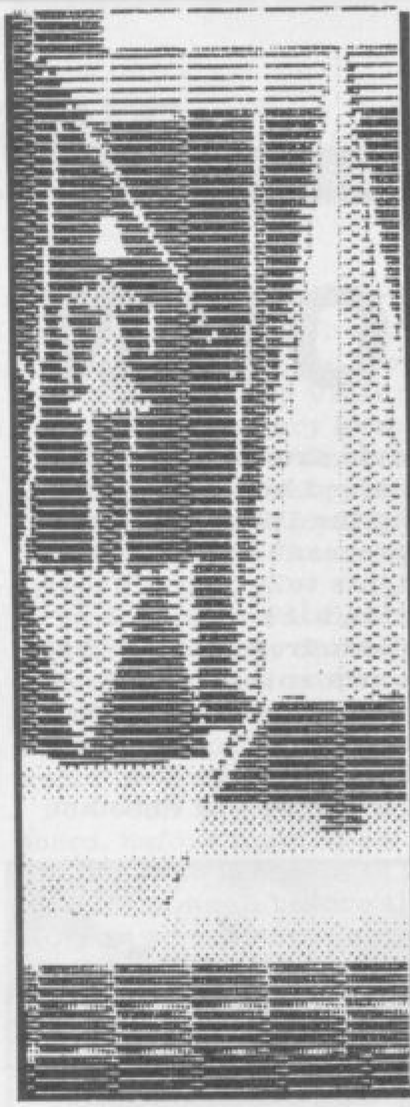
Conversions were obviously a necessity, but a balance had to be struck between what was desirable and what was possible – some said that a game requiring full-colour 3D scrolling, arcade-style sequences, and 10,000 levels was a pretty tall order on the Spectrum.

Firebird turned to us, Software Creations – a team of little known whizz-kids from Manchester because we guaranteed not just an authentic version of the game, but a few added extras too. I leave it to you to decide if we delivered what we promised.

Software Creations has been around for little more than a year, and consists of myself, Richard Kay, Steve Ruddy and Mike Ager. Between us we've worked with a number of companies on projects as varied as Repton 3 (Superior) and the forthcoming Mystery of the Nile (Firebird). The Sentinel, however, was a turning point for us. It was fairly obvious that the C64 and BBC versions were of a very high standard indeed, both technically and graphically and it was important to get these details 100% right. If we did a good job Software Creations would get a lot of praise, if not. . .

The project was commissioned in January after extensive meetings with the game's creator Geoff Crammond.

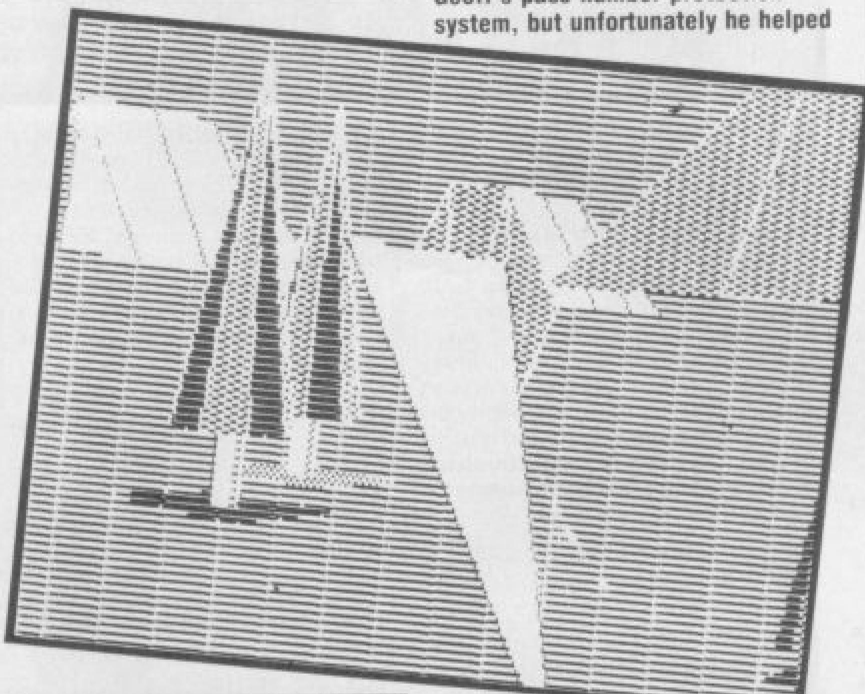
It wasn't an easy job at all! The Spectrum just doesn't run fast enough to software-scroll its 6K screen in the time taken to up-date a TV picture. The result is either a clean break in the picture, or a wavy disturbance running through the whole screen. I opted for the latter and surprisingly the problem is barely visible on the finished game. Vertical scrolling was a little simpler since it doesn't actually move the screen data. Using an 8K buffer, some nice self-modifying code, and lots of LDI instructions creates an effect very similar to the other versions of the game.

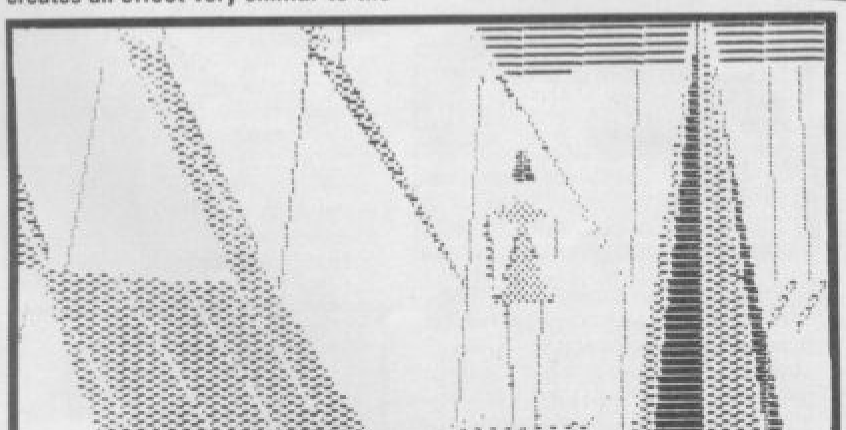


Colour was another major problem. The four colours of the BBC version were simulated by using four pixel patterns – all 1's and 0's, course and fine 'checkerboard' stipples. The background sky is made up of alternative 0 and 1 stripes – check out older Spectrums for some interesting effects!

The music was written by my brother Tim, and is a four-channel simulation of the Beeb version. Unfortunately the program has to stop while the music plays, so I included a 'music off' function to keep everyone happy.

Another real stumbling block was Geoff's pass-number protection system, but unfortunately he helped me out by phone and things went a lot smoother after that.

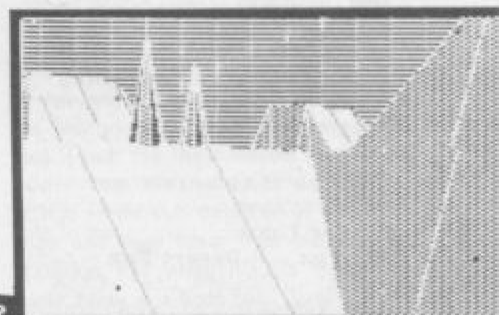




I ended up writing it on a Beeb – opting for the speed of the Beeb's disc-system and cross-assembling to the Spectrum later. This gave me some problems in the screen-display department as the Spectrum works 32x24 screen rather than the 40x25 screen of the original. Fortunately Geoff was able to come up with a scaling routine to produce a final result very close to the Beeb version. This was the one bit most people said couldn't be managed, so I'm glad we proved them wrong!

Compared with the Amstrad and the C64 versions the Spectrum has an advantage in memory size, and this is very evident in the final version. I had to overwrite the printer buffer and the system variables to fit the extra-large buffer in, but take a look at the way large objects appear in two halves on the Amstrad version rather than all at once and then compare it with mine – nifty stuff, even if I do say so myself. . .

Final touches included nicking the Beeb loading screen from the back of the box, and a joystick selection screen, I also got a chance to use my 'scrolling text in the border routine' which I'd been dying to try out for ages. Oh yes, and on this version you get to toggle the colours by pressing the *V* key – check out some of the more psychadelic combinations (if you're not prone to epileptic fits)



The conversion was finished in early April and released shortly afterwards to, so far, ecstatic reviews. We were all pleased with the way the final game turned out – especially given the complexity of the original and the time we had and Firebird are too. . . You can't ask much more than that can you!

Mike Follin
Software Creations
(with help from Richard and also Mike at Firebird)

UNDER RAPS!

Design Design, fresh from its stint on the new James Bond film **The Living Daylights**, has started to produce **The Sewer**, also for Domark. It's the next game on the Streetwise label and takes place, yup, in a smelly wet place underground. It's a bit like the arcade great **Boulder Dash** but includes a robtic arm to manipulate the environment.

Martin Gannon of Gannon Designs, the company which put **The Hunt For Red October** on the map, is programming **The Tube** for Quicksilva. It's basically a shoot 'em up in an inner tube – sounds original – through which you fly to the ominously named Capture Area

The in-house programming teams at Ocean are busy – even as we speak – working on two new arcade coin-op conversions. Both are shoot 'em ups – **Slap Sight,** and **Stay Slay.** No firm release dates have yet been set

In-house programmers at Ariolasoft have started work on **Star Fox** a continuation of the **Sky Fox** and **Desert Fox** arcade combat simulators. Just as the other games put you in aircraft near the ground or sea, **Star Fox** takes you on an imaginary strafing run in the depths of space. It'll appear on the Reactor label in early autumn

Martech has retitled its **Satellite War** game **Armaggedon Man,** no doubt because Ronnie's Star Wars plans seem less and less likely. It'll still concern the battle to stop the nuclear destruction of the world and is planned for release in July

Simon Golding, one-time in-house programmer at Ocean and author of **Short Circuit,** is programming **Spearhead,** a helicopter battle game, for CRL. It's a 2D game and shows the chopper, blades a-whirling, from a birds-eye view. Release date is set for July

Newsdate: June

Whod

PLATOON

What's the hottest movie around right now? Which movie has grossed hundreds of millions by wringing the US psyche and scooped four Oscars in the process? And which movie has Ocean won the rights to?

Platoon. **Had to be really, didn't it?**

Ain't there something chronic ironic about the fact the licence for Ollie Stone's anti-war film should go to the very same software house that brought you. . . Rambo.

The film centres around the activities of a platoon of American soldiers during the Vietnam





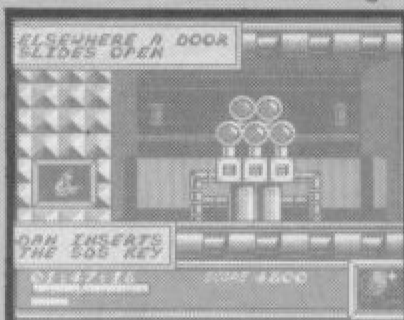
Tread very carefully. Look behind you at regular intervals. Don't draw back the shower curtain for a while. The man who brough you **Manic Miner** is back. Just when you thought it was safe to plug in your joystick again, Matthew Smith goes and brings out a new game for Software Projects. And it's not going to be nice. Software Projects wasn't giving an awful lot away about this one, but it'll go by the unlikely title of **Attack of the Mutant Zombie Flesh-Eating Chickens from Mars.** Honest

3D Game Maker, from CRL, is to be resurrected and should be up, running and around in late summer

Spanish software distributor, Erbe, is using a novel way to combat program piracy. The company has dropped the price of British imports such as **Top Gun, Trail Blazer** and **Uridium** to £4.25 – that's roughly half the price of the software sold in the UK Brit software houses, such as Hewson, are happy with the move as foreign distribution requires no added production costs and customers are more likely to buy original games which are now at a lower price than the pirated ones. Don't expect to pick up cheap software when you go over to Spain, though. British Customs and Excise tells us that software sold in Spain can only be used in that country unless an export license is granted... And of course you mustn't bring back more bottles of wine than you can fit into a big hamper etc, etc. Anyhow, it looks like Spanish SU readers are one up on the rest of us. How about Ocean, Gremlin or Hewson cutting the price of software in half in this country? Oh, oophs, almost forgot. Mastertronic already has...

Firebird is in the process of putting out on budget a whole bunch of old full price Activision stuff. The game include **Zenji, Pitfall II, Toy Bizarre, Hero** and **Decathlon**, all of which are US arcade imports of dubious quality, put out when Activision UK was just a baby, and also some better bits and pieces

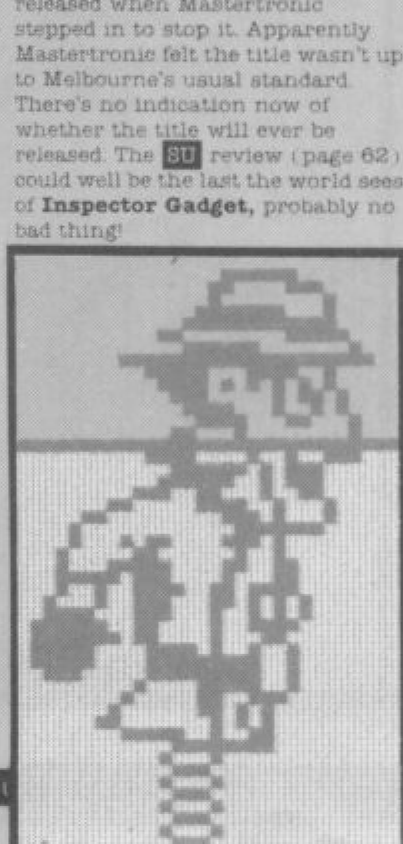
Now Games Four, from Virgin, has come in for criticism from 128K+2 owners who claim that two of the games, **Dan Dare** and **Misson Omega,** will not load on their machines. Virgin admits that there were initial problems with **Dan Dare** because of the fast loader but this was changed



so that it loaded successfully. The company is unsure about **Mission Omega,** though a spokeswoman says it could again be a tape loading problem. If you're having problems with the tape either fiddle with the tape alignment of your datacorder or, simpler still, send it back to Virgin. It's all a shame because the compilation isn't bad – **Dan Dare** itself is in fact pretty wonderful. Virgin also reckons the pack's pretty good and has got a bit carried away in its ad. 'Five full priced hits, each chart topping,' says the blurb. Anybody know which chart **Jonah Barrington's Squash, Hacker** or **Mission Omega** were top of? If you do drop – us a line

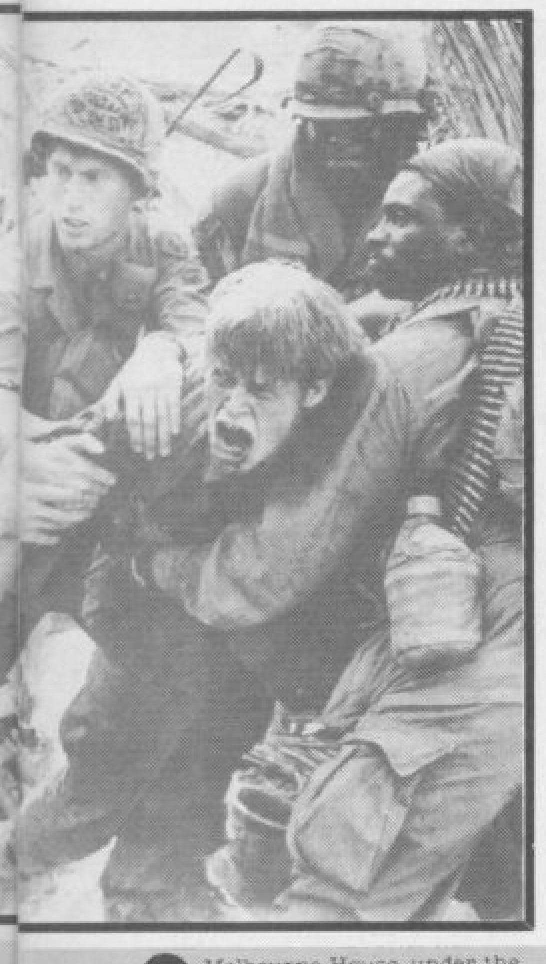
Woolworth and Mastertronic have teamed up to give mid-price range companies such as Gremlin, a run for their money. The retail chain is stocking special three-packs of newly released Mastertronic games, including **Speed King II, Kobyashi Naru** and **180,** for an equally special £4.99 – we wonder where they got that price from. Gremlin recently started a range of mid-priced games – at £4.99 – but most of the titles so far have been re-releases such as **West Bank.** Looks like Mastertronic could clobber Gremlin. Just a little...

Melbourne House's new masters, Mastertronic, has scrapped one of its titles, immediately prior to launch. **Inspector Gadget,** reviewed in this issue, was on the point of being released when Mastertronic stepped in to stop it. Apparently Mastertronic felt the title wasn't up to Melbourne's usual standard. There's no indication now of whether the title will ever be released. The SU review (page 62) could well be the last the world sees of **Inspector Gadget,** probably no bad thing!



unwot

Newsdate: June



war in the '60s. In charting the progress of would-be soldier Charlie Sheen from raw recruit to fighting machine the movie sets out to uncover the true horror of the Vietnam conflict – something Ocean says it's very keen to get across in its game. Ocean boss David Ward explains: "Despite all the critical aclaim and publicity given to the film we aren't rushing to produce this program. Platoon **is an honest piece of cinema and we intend to treat it sympathetically.**

"In computer entertainment the victorious soldier is usually the hero but in this film the heroes are much more complex. Platoon **doesn't contain the political rhetoric of** Rambo. **Therefore there's a lot of work and thought required to create a stimulating product."**

So Ocean is going to take its time at the drawing board, before moving on to program the game and the finished program is not expected to be realeased much before the end of the year.

Ocean was just one of several top software houses bidding for the Platoon **licence, but initially it was the film company, Helmdale, that approached Ocean, because it knew of Ocean's expertise at producing film tie-ins.**

Ocean has, wisely perhaps, chosen its in-house programmers to produce Platoon **after relying on freelancers to create such flops as** Highlander **and** Miami Vice■

TWTMTW THAT WAS THE MONTH THAT WAS

While Botham is allegedly head-butting waiters and MI5 is running amok, software houses all over the land are fighting with each other for the rights to game licences.

The rights to films, TV shows, coin-ops, books, characters of all kinds – even Botham – are all being furiously wheeled and dealed.

Why do they bother? I'm not sure I know. There seems to be this idea that success breeds success and that, by linking any successful property with a game, hit status will somehow be magically transferred to produce a charting program.

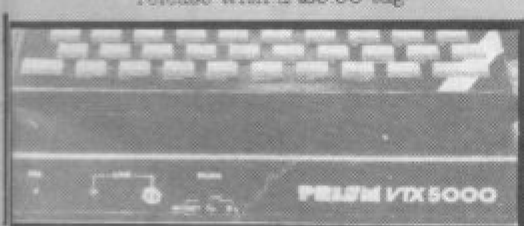
Surely this is rubbish. Take Platoon, **for example: an extraordinary (and unexpected) movie hit and now an Ocean game licence. Ocean seems dead chuffed but what use is the tie-up? How do you make a game – and even should you make a *game* – out of a film which expressly sets out to portray the vile inhumanities of war (and in so doing flies somewhat in the face of most computer game scenarios). I can see the cassette inlay blurb now: "Your mission is to explore the village, fight the members of your platoon and stop them from burning the buildings and villagers, and try not to come home in a body bag." Hmm...**

Software houses have their priorities seriously awry. Gameplay is what matters, and any licence is an often incidental bonus. East Enders **was probably the triumph of packaging over content, but there have been a host of others:** Highlander, Big Trouble in Little China, World Cup Carnival...

The only kind of licences worth having for their own sake are those to existing games – either boardgames like Trivial Pursuit **or coin-ops like** Enduro Racer **or** Arkanoid. **Here entertainment should be guaranteed via a tried and tested gameplay.**

Slowly the message is getting through. US Gold has recently opted – rather cunningly – to go for licences of hit coin-ops which themselves have been based round licenced characters – Road Runner **and** Indiana Jones and the Temple of Doom. **Gameplay and star quality all in one. At least, that's the theory■**

● Melbourne House, under the budget conscious eye of its new masters, Mastertronic, is really flogging its JRR Tolkien license to death. Hot on the dragon-scorched heels of **LOR II – The Shadows of Mordor**, is born a snappy little arcade strategy number called **Wiz**. It's an oddly-timed follow-up to the classic **Hobbit** adventure game but is very similar in gameplay to Hewson's **Firelord**. You are a level one wizard's apprentice but have the chance to move up the spell-casting ladder by going on a quest to the magical lands of Niflheim and Midgard. Fight demons, necromancers and other wizards in your bid to fill your empty spell book and become a Fifth Stage King Wizard. The game's due for a June release with a £9.95 tag



● If you've got a VTX-5000 modem and find it difficult to use – and let's face it, who doesn't – you can now up-grade its communications features with a new plug-in recplacement Rom from Spectre Communications. It features the usual screen and Micronet 800 mailbox editors but it will now work with all versions of the Spectrum. It contains scrolling termal software for bulletin board use, supports Epson compatible printers and will work with both microdrives and discs. It costs £22.94 and, if you're a lard fingers with da micro chips, Spectre'll fit it for you for a small fee. More info from The Old School House, Tenter Row, Crosby Ravensworth, Penrith Cumbria, CA10 3JA



● **Eastenders** publisher Macsen has gone into voluntary liquidation following the flop of the 'arcade' game based on the successful BBC TV soap opera. The W Wales-based company denied the existence of the game to reviewers and other members of the press even after the news of the company's demise, presumably because of the bad reviews given to it by those magazines which had seen it. During its uninspired two-year lifespan, Macsen also released several quiz games licensed from ITV game shows such as **Treasure Hunt** and **Blockbusters.** Before the crash, Macsen was due to release a second **Eastenders** arcade game in June

● Helicopters are the thing these days, so it's not surprising that Status Software is launching into the Spectrum market with a whirlybird arcade game called **Tiger Mission.** The enemy hasn't got a chance as you launch your heat seeking missiles and drop bombs on five levels of morter-scorched territory. Then again, the gun implacements of the landlocked first levels may look easy to destroy but the ships waiting, like sitting ducks, at the docks and at sea are armed to the choppers. Status Software hasn't fixed a price or release date but the game's likely to appear during early summer

● Firebird is thinking about a follow-up to **Sentinel** — that weird strategy game reviewed in last month's SU. It's unlikely to be seen this side of summer – or even winter – though as it'll appear – if at all – on the C64 first

● **Roy of the Rovers,** that ageless comic strip hero – believe it or not – is to be transferred to his own computer game by Piranha. System, the company which produced **Deactivators** for Ariolasoft, is tackling the design job and you'll be glad to hear that it's not a straight arcade simulation or a select-a-team strategy game. The game'll include some aspects of the sport but they'll be combined with other arcade obstacles. **Roy's** due out on the streets in September, when the footballing season's underway – shrewd move that by Piranha...

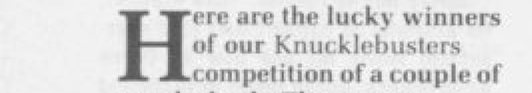


COMPETITION WINNERS

KNUCKLE BUSTERS

Here are the lucky winners of our Knucklebusters competition of a couple of months back. The correct answer to the question was – obviously – Dunroamin and thanks you very much to everyone who said "Aaah, for your information, Alcatraz isn't a prison, as it was closed down blah blah."

The winner of the first prize, a Nike track suit, a pair of running shoes, a copy of Melbourne House's



Knucklebusters and a Knucklebuers poster is Jason McBurne of Dewsbury, West Yorkshire.

The following fifty lucky people win a copy of the game: R Blake, Rayleigh, Essex, Steven Dye, Chesterfield, Derbyshire, Blake Hill, Penzance, Cornwall, James Brown, Wedmore, Somerset, Mark Charters, Belvedere, Kent, Malcom Nicholl, Antrim, Co Antrim, D A Robinson, Kingston on Thames, Surrey, Matthew Broome, Dartford, Kent, John Williams, London SW8, Mark Raynor, Townville, Castleford, West Yorkshire, John Rose, Walton, Liverpool, Martin Cowie, Buckie, Banffshire, Andrew Britton, Nailsea, Bristol, David Hosier, Hove, East Sussex, Jon Wheeler, Winchester, Hants, Nicky Crompton, Ripley, Derbyshire, M J Woodhouse, Sheffield, R Billington, St Athan, Michael Wilson, Darlington, C Durham, Richard Lloyd, Hythe, Hants, Rodney Tregale, Slough, Nicholas Robinson, Blackburn, Lancashire, Gershon Nubout, Angelsey, N Wales, Andrew Gee, Huddersfield, West Yorkshire, A Hulmes, Timperley, Cheshire, David McNames, Casheside Consett, Co Durham, Andrew Graham, Bangor, N Ireland, P C B Page, Univ of Liverpool, Liverpool, J Carr, Telford, Christopher Hotston, Gerrards Cross, Bucks, James Major, Almondbury, Huddersfield, Steven Abbott, Blackpool, Northshore, J K Marston, Wimborne, Dorset, Matthew Chandler, Kentschool, Hostert, BFPO 40, Carl Curtis, Yapton, West Sussex, Christopher Hall, Hedon, North Humberside, F Broadhurst, Pontefract, Yorkshire, Chris Dunn, Wrymouth, Dorset, Rami Halwani, Shuwaikh, Kuwait, Paul Rafferty, Renfrewshire, Evan Woolley, Thurgarton, Notts, Matthew Burrons, Winsford, Cheshire, James Walsh, Amershaws, Bucks, Jason Hurst, Aston, Sheffield, M Robinson, Stoke on Trent, Richard Chatfield, Godalming, Surrey, Eric Dent, Timperley, Altringham, Cheshire, M Rawstron, Accrington, Lancs, Stevan Pick, Leicester.

And the following will each receive a Knucklebusters poster: Ryan Stanborough, Elsenham, Herts, Richard Holden, Ipswich, Suffolk, Craig Watson, Dunfermline, Fife, Andrew Bean, Acomb, York, Roland Keates, Duffial, Derbyshire, Philip Sessions, Watton at Stone, Herts, James Little, Newquay, Cornwall, Paul Wharton, Co Armagh, N Ireland, Emma Davies, Bishopston, Swansea, Christopher Leonard, Glasgow, Christopher Hutchison, Bedlington, Northumberland, Joyce Hale, Alvaston, Derby, Benn Astbury, Stoke on Trent, Staffs, R Mason, Portsmouth, Hants, S S Maplethorpe, Hull, N Humberside, D A Simpson, RAF Wildenrath, Royston Chilvens, St Anns, Nottingham, D Allen, Boddam, Peterhead, Alan Atkinson, Faversham, Kent, Kevin Harris, Newport, Gwent, Alan Martin, T.O.W., Jon Peake, Shoneham-by-Sea, West Sussex, John Davies, Natwich, Cheshire, Derek Morgan, Old Skelmersdale Lancs, David Bull, Old Covisdon, Surrey, Thomas Burns, Colchester, Essex, B F Wilkinson, Kingswood, Bristol, J Martin, Chilwell, Nottingham, Ben Wood, Hazel Grove, Stockport, Andrew Dixon, Langley, Herts, Mark Dickson, Eckington, Nr Sheffield, Jamie Porsival, Hale, Cheshire, Michael Hart, Billinge, Wigan, Mark G Smith, Bovingdon, Herts, Neil Wilkins, Uckfield, E Sussex, T Furlong, Wallasey, Merseyside, Philip C Bell, Bradford, Yorkshire, Lance Hardwa, Herne Bay, Kent, Andrew Ostler, Peterborough, Matthrew Pergect, Worthing, West Sussex, A D Lindsay, Presteigne, Powys, Chris White, Ashford, Middx, Everett Julyan, Darvel, Ayrshire, Ian Tucker, Stanton, Suffolk, Lucie Hudson, Millom, Cumbria, Richard Thewis, North Humberside, Andrew Hammond, Cheadle, Cheshire, Paul Baxter, Norwich, Norfolk, Peter Singh, Middlesbrough, Cleveland■

MEGA COMP

If ever there was a genuine excuse for using the Word Ooer, our Mega Competition was it! The entries flooded in for months on end and the office gradually became more and more overrun with SAE's. Eventually, however, every envelope was opened, examined, sorted and checked and we can now let you know the names [illegible] winners: everyone.

Well, no. Come on, you didn't really expect us to print the names of the thousands of winners do you? It would take up pages and pages that have been far better utilised (as you'll agree). Even the names of the thousand (or thereabouts) main prize winners defeated us space-wise.

We can, however, tell you the name of the winner of the brand new 128K+2 (drum roll, fanfare etc). He is David Soulsky from Cramlington in North Humberside. Congratulations David.

Everyone else who entered the competition will get a set of ultra-whizzy Cassette Labels (oooooh) or a prize of some description.

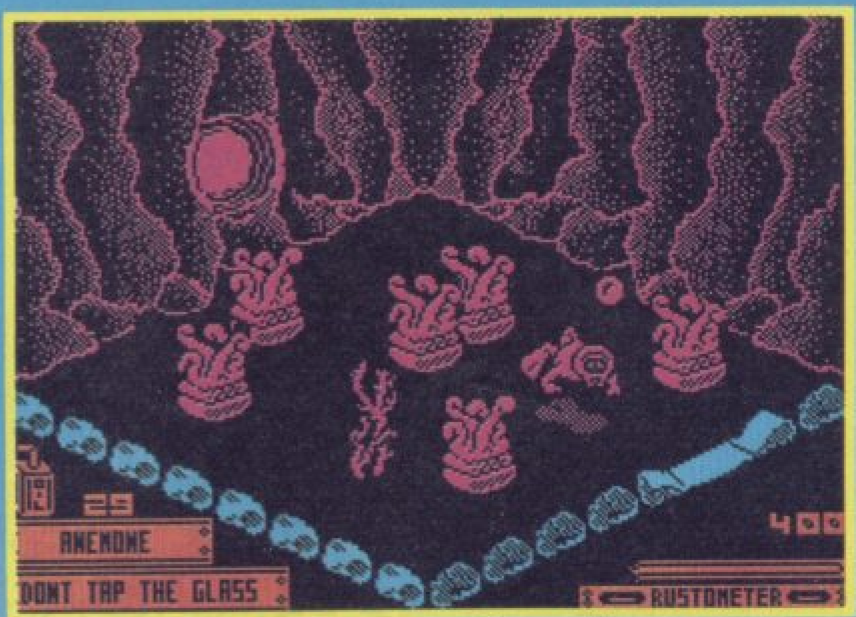
Well done to everyone who entered and thanks for being patient while we sorted out the entries.

Apologies to those who had to wait so long – but we wuz buried in sacks and sacks of mail!■

ARCADE REVIEW

CLASSIC

HYDROFOOL



Sweevo's **World** was one of the great underrated peculiar games of our time. Now we have **Hydrofool** which is funnier, cleverer and, if there is any justification in the world, destined to be not underated but instead lurch to number one with a bullet.

There are not many 3D games set underwater, this is the first point in **Hydrofool's** favour. The graphics are marvellous, this is another. And it's funny, this is a third, the music on the 128K version is by Rob Hubbard – yet another and – well that's enough to be getting on with.

Faster Than Light has effectively dispensed with plot on this one, the scoring system is beyond human calculation – all you need to know is that you are trapped inside a giant goldfish bowl looking for the various objects which will enable you to pull out the four plugs that will drain all of the water out of the bowl. On your way you do battle with assorted denisons of the deep including an extremely cute baby whale and some extremely aggressive seahorses. Other elements include garden gnomes, these can be collected to advantage and spoons. The spoons appear to be a means of attack but whenever I chuck them at the fish they seem to be singularly unimpressed.

The central hero of **Hydrofool** is, again, Sweevo although clad in a diving suit he looks very much how I always imagined Gollum from *Lord of the Rings* looked. Bumping fish and generally the time spent in the water causes rust. This is measured by a rustometer at the bottom of the screen. Rust can be resisted collecting cans of Oil. This is logical in a way – as logical as anything else in this game.

Movement between screens is up via a passing bubble or down via a whirlpool. In the best traditions of 3D games some rooms are seemingly impassible others contain hidden secrets or are themselves hidden. The bubbles are not merely lifts – as you enter a room you gradually sink to the floor. Sometimes to get past obstacles you'll need to leap on to a lesser bubble – these only travel up half the screen or so before bursting but hitching a ride gives you enough height to over passing stalegmites and rocks.

The graphics are superb – particularly if you like fish – large, smoothly animated, and detailed. Unlike most 3D games, rooms in **Hydrofool** do not reset when you go in and out – no chance to correct mistakes – worse still, sometimes the gigantic fish you managed to avoid in the previous screen follows you through a conveniently placed porthole and comes after you.

There are various problems to be solved – some exits remain closed awating some special action (but what?), there are various weapons scattered around but few of them seem to be up to serious death-ray quality. Sometimes useful objects are effectively guarded by a monster fish – you need to skewer it somehow.

The music on 48K is passable blips (and nasty fairground music at the beginning) and the 128K stuff by Rob Hubbard is excellent although more jovial and less funky than some of his previous work. The game is an absolute winner■

FACTS BOX

Follow up to Sweevo's World, it's a beautifully animated 3D puzzle game with some of the slickest graphics around

HYDROFOOL
Label: Faster than light
Author: in-house
Price: £7.95
Memory: 48K/128K
Joystick: various

Reviewer: Graham Taylor

★★★★★

SOFTWARE STAR RATINGS

All software reviews carry a star rating, the basis of which is value for money programming, graphics, speed, speech and sound presentation and addictiveness

★★★★★
Solid gold. Buy it

★★★★☆
Well worth the folding stuff

★★★☆☆
Pretty average

★★☆☆☆
Very poor. Probably over-priced too

★☆☆☆☆
A total rip-off. Complain loudly

ARCADE REVIEW · TOOL-KIT REVIEW · WORK-OUT REVIEW · STRATEGY SIMULATION REVIEW · ADVENTURE REVIEW

Each review carries an icon which shows the type of software.

Arcade is for animated games, which in general, reduce the life span of your joysticks.

Toolkit covers programming utilities which improve the quality of home-made software or packages which make machine code easier to write.

Work Out, software which can be used in the home, such as car maintenance or home finance.

Strategy and Simulation are games where thought, planning and judgement are the principle skills required.

Adventure includes either graphic or text adventures.

BARBARIAN

Long, long ago in a time of great darkness, a genre of computer game emerged from the bubbling swamp that was like no other.

It was a proud kind of game. It was unrefined, inelegant and some said it was a bad kind of game. It was the sort of game which encouraged violence in young innocent computer owners, we were told.

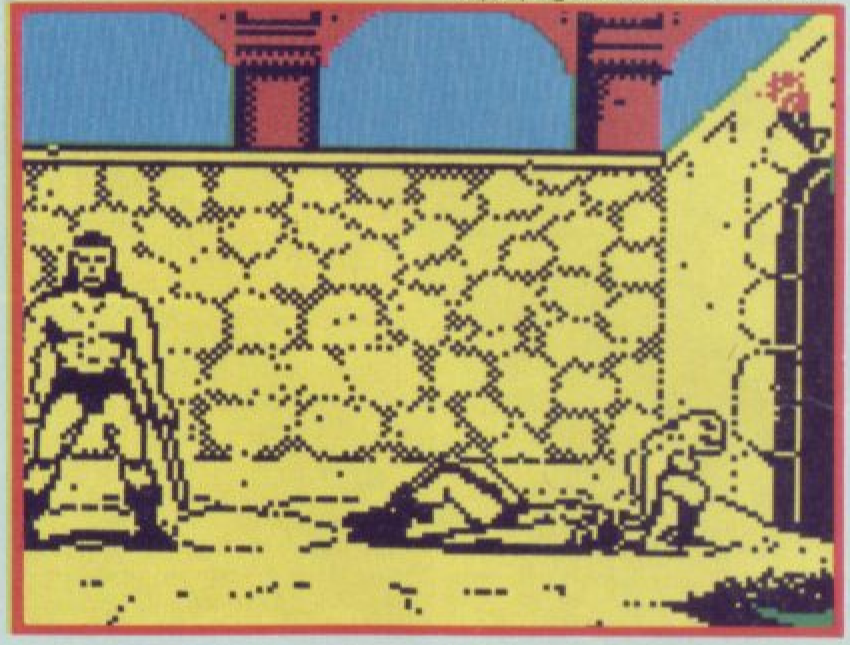
It was known by many names – The Martial Arts Game, The Kicky-Kicky Game, The Combat Game. Opinion was divided. People either loved them or hated them. But they never went away.



Now here comes **Barbarian**, new from Palace.

Following very closely in the footsteps of **Fist II** (the sequel to Melbourne House's ground-breaking **Way of the Exploding Fist** – the most famous of the genre), **Barbarian** is easily the best straightforward fighting game to date.

Being based entirely on a broadsword fight, **Barbarian** has been saddled with the inevitably unimaginative storyline of Girl being captured by Evil Madman and having to be won back by Muscular Hero. But when you actually get down to the game, having ignored the genuinely dreadful packaging 'concept' (Maria Whittaker in too-small bikini looking pensive alongside a large muscular bloke with a large sword) the game is very good indeed.



If you kind of imagine **Way of the Exploding Fist** with swords, you've got the idea behind **Barbarian**.

The game has a slightly different play method on each side of the tape. Side 1 offers combat practice, allowing you to play against either a friend or

Dinamic Software [illegible] of the more [illegible] programming teams to have emerged recently. You've probably not heard of them yet because they originate from Spain. It's only now Dinamic's first title gets a release over here, brought to our shores by way of Ocean (I'm sure there's a completely *tragic* pun somewhere there). The game's called Army Moves and it is really very good indeed.

It's a down-to-earth sort of game which wastes very little time pretending to be anything other than a high-quality killing spree. So, major points on the getting-down-to-business front.

Your mission, as a member of a crack commando team, is to infiltrate enemy headquarters and steal some information of some sort which will aid your side in the conflict. Quite what the nature of the 'conflict' is isn't made clear, which is probably a good thing. With the scale of violence that you will encounter almost instantly, it's safe to assume that negotiations aren't really feasible.

The game is made up of a [illegible] goal. The further you get into the game, the tougher things get – as you would expect.

Stage One is quite astonishingly difficult for the first few attempts. None of the 'oh, we'll let them get a little way into the game before hitting them with anything heavy' mentality here. No. You've got to fight for all you're worth right from the beginning. Your mode of transport for this stage is a very tough truck-cum-rocket-launcher which bowls along a heavily shelled and battle-torn iron viaduct construction at what can only really be described as a fair old lick.

The graphics are great. Your truck trundles and bounces and slides along the steel constructions which are equally impressive to look at – all twisted metal and bomb blasts. The enemy helicopters are good to look at too, flying at an aggressive angle and being very unco-operative.

Jumping the large holes is very tricky indeed. You'll have to time it just right and push up the stick, throwing yourself into the air [illegible] forward again in order to gain distance. It's advisable to lob a couple of your rather unattractive missiles before embarking on the jump, to avoid being unpleasantly surprised by a helicopter or truck or something. Misjudging the size of the hole is a serious mistake, as you'll probably tumble back down into it, even if you think you will reach the other side.

The enemy at this point comprises trucks (which look very similar to your own except they are coming the other way) and helicopters. The trucks drive directly at you, jumping gaps when necessary, and seem not to be particularly concerned if they have to kill themselves in order to take you out. Blow the trucks away by launching one of your ground-ground missiles. Often, as they leap into the air you'll do the same, it may miss your missiles and come crashing down on you. In such situations, it's best to call upon a speedy employment of the deceleration control followed by slinging a couple of ground-to-air rockets into the sky. If you goof on this manoeuvre, you'll probably end up being blown into tiny bits by the

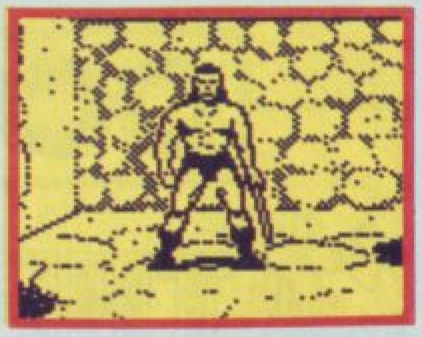


ARMY



the computer, learning moves and facing gradualy tougher opponents. Side 2 is the big event – you must fight through ever more intelligent swordsmen before your final confrontation with Drax.

The graphics are great. Your figures are just like cartoon characters and they run and jump and roll around the screen at your command. Some appropriately gruesome moves are available after a bit of working out – Neck Chop, Flying Neck Chop and Head Butt can all be inflicted upon your opponent once you've got yourself in the right position. Obviously, a large proportion of the swordfight involves blocking your opponent's moves. Rolling, crouching and parrying and similar actions are achieved by making similar similar movements with the joystick as if your were attacking, except you leave the *Fire* button undepressed. One wonderful feature is you can join moves together by selecting them one after another – you cån roll, spring out and chop his head off – all in one move.



FACTS BOX

Top quality combat program meets ropey fantasy plot with surprisingly pleasing results. An essential purchase

BARBARIAN
Label: Palace
Author: Steve Brown and Shaun Griffiths
Joystick: Sinclair/ Kempston
Price: £8.95

Reviewer: Jim Douglas

★★★★★

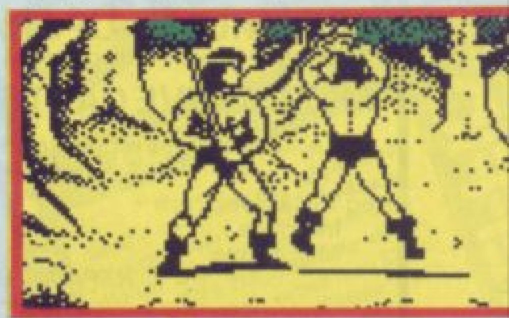
A successful blow landed on your opponent will be rewarded by a little red flash and a weakening of his constitution. When either warrior's constitution is down to zero (or thereabouts) he will be reduced to a semi-kneeling position, from which the final move should be simply kick him over.

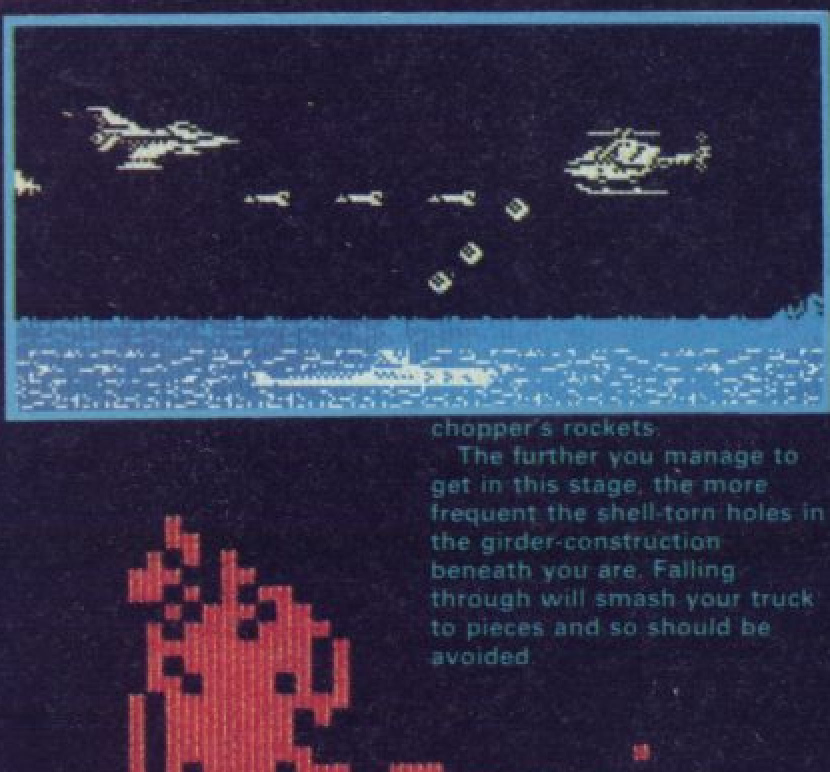
The most satisfying manoeuvre available is the Flying Neck Chop which, if complete, results in the head of the receiver being lopped off and flying through the air. After it stops rolling around, a small gremlin type creature will walk on from the left-hand side of the screen and kick the head before dragging away the rest of the corpse.

As you progress and defeat increasingly tough opponents, the background scenes will cycle through woodland glades, arenas and courtyards. Bearing in mind the restrictions imposed by wishing to avoid attribute problems, the look of the game is very slick.

While essentially being very simple – two people fighting with swords, **Barbarian** is fast enough to be genuinely exciting to play. Your opponents turn out to be pretty intelligently programmed too.

You'll soon be anticipating the moves of the other warrier, trying to respond. Buy it■





chopper's rockets.

The further you manage to get in this stage, the more frequent the shell-torn holes in the girder-construction beneath you are. Falling through will smash your truck to pieces and so should be avoided.

Eventually you'll find yourself at the end of Stage One which is no mean feat if you're playing on your own, as the frenetic style of gameplay and the fact that you have to use the keyboard as well as the joystick in order to launch your second form of missiles.

On to the second part and you find yourself in a helicopter gunship playing a very impressive version of *Scramble/Penetrator*. Here you've got to wipe out enemy missile silos while graphically impressive enemy jets scream back and forth doing their best to hamper your efforts.

You stay in the helicopter during stages three and four, though you get to bomb different sorts of things.



At Stage Five you'll find yourself on foot and things get to get a little surreal as giant bird-things fly overhead being scary while you are battling it out with enemy commandos etc. Stages Six and Seven feature more hairy escapades behind enemy lines, but you'll just have to get that far into the game for yourself, because I'm not going to tell you (and besides I don't know).

Army Moves is a fantastically violent military romp through numerous varied stages which offer a fairly genuine challenge. I can't remember a game since *Ghosts 'n' Goblins* that was so immediately addictive/ infuriating■



FACTS BOX

Highly violent and very morally unsound with great graphics and gameplay. Worth keeping an eye on Dinamic

ARMY MOVES
Label: Ocean
Authors: Dinamic
Price: £7.95
Joystick: various
Memory: 48K/128K

Reviewer: Jim Douglas

★★★★★

MOVES

SMASH OFFER



HYDROFOOL

Swcevo is back!! Well, sort of. Your favourite gimp and mine returns in the guise of an underwater hero in FTL's new scorcher, Hydrfool. And we're offering you the chance to get it at the preposterously and astoundingly silly price of £5.45. We must be completely loopy.

Hydrofool features just about everything you could want in an exploration-mappy-underwater effort. The graphics are great, and animation is super smooth and there are lots of ways to move around the watery alien world where you play the game.

If you don't believe us, look at Graham (Mr Scuba diving himself) Taylor's review on page 23. He reckoned it was great, and who's gonna argue with an opinion like that? Certainly not this page, I can tell you.

We held FTL's boss, Greg Follis in a tank of moderately chilly water for hours on end until he'd come up with a deal to top everything else around at the moment in the value-for-money stakes.

This sort of deal won't be repeated until, oooh, at least next month's issue, but that will be for a different game that we haven't decided upon yet and besides, can you really afford to miss the chance of guiding Seeevo (well, sort of...) through hundreds of caverns? We don't think you can, and you should take us up on the offer immediately. So there■



SU SMASH OFFER

£2·50 OFF

HYDROFOOL

Send coupon to: Hydrofool Smash Offer, FTL, Sedgeley Road, East Tipton, West Midlands, DY4 7UJ, together with a cheque/postal order for £5.45, made payable to Faster Than Light

SMASH OFFER

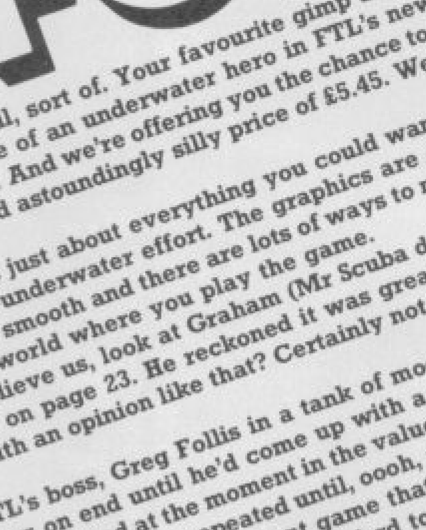
ARMY MOVES

"OK boys. My names is General Howitzer, and I'm gonna tall ya a few thing. First off, get this straight – Army Moves is one helluva good game. It's honest-to-God military adventure in which you gotta infiltrate the lines of those lousy stinkin' commie subversives and wipe 'em out. First off you get yer ass in a combat jeep (which these SU guys give you a chance to win on page 47) and drive over all of this broken metal stuff, blowing away the goddam pinos in the trucks that come at you from the front and blowing away the pinkos that come at you in choppers from the air.

"Next up ya get yer mits on a chopper yourself and use it to strafe the whole zone, killing everything in sight – subs, missiles, people. This is what computer games are all about. Forget all that airy fairy goddamn dumb-ass adventure-game trash; faffin' around in a forest waitin' for a pixie to give you a ring. Nah. Back in 'Nam if we'd stood around in the forest like that we'd have found ourselve blown away.

"Now, Army Moves comes from those real homeboys at Ocean Software. They know what they're doin and like I was tellin ya – so do these SU guys. So, do they put their heads together and came up with a strategy so as you guys can get hold of Army Moves a full £1.50 cheaper than the normal price. Obviously, you ain't gonna want to miss an opportunity like that. If you do, I reckon you're a little on the subversive side, and need yer head examined.

"It's a piece of cake. Get out yer chequebooks and get your weapons ready"



SU SMASH OFFER

£1·50 OFF

ARMY MOVES

Send coupon to: Army Moves Smash Offer, Imagine Software, 6 Central Street, Manchester, M2 5NS, with a cheque/postal order for £6.45, made payable to Imagine Software

ARMY MOVES



SMASH OFFER

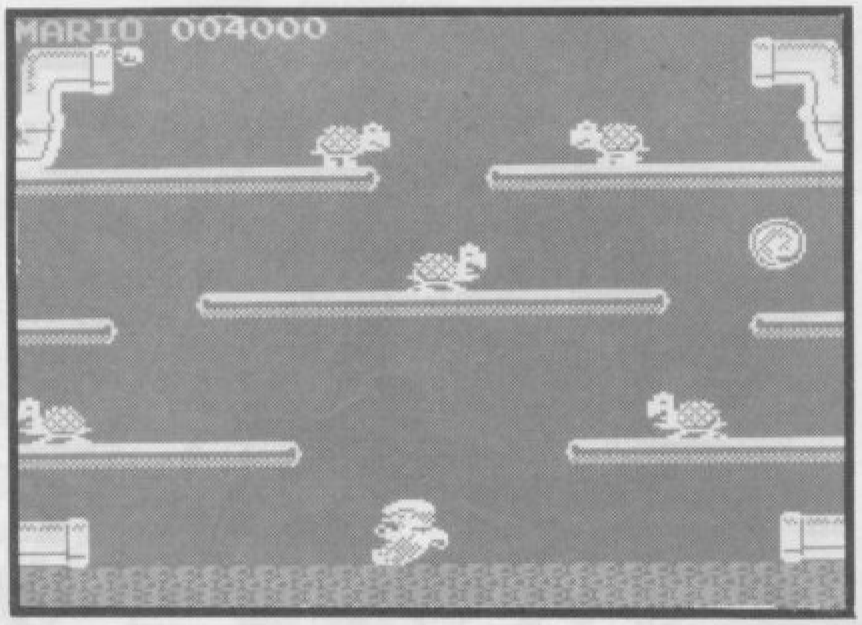
FACTS BOX

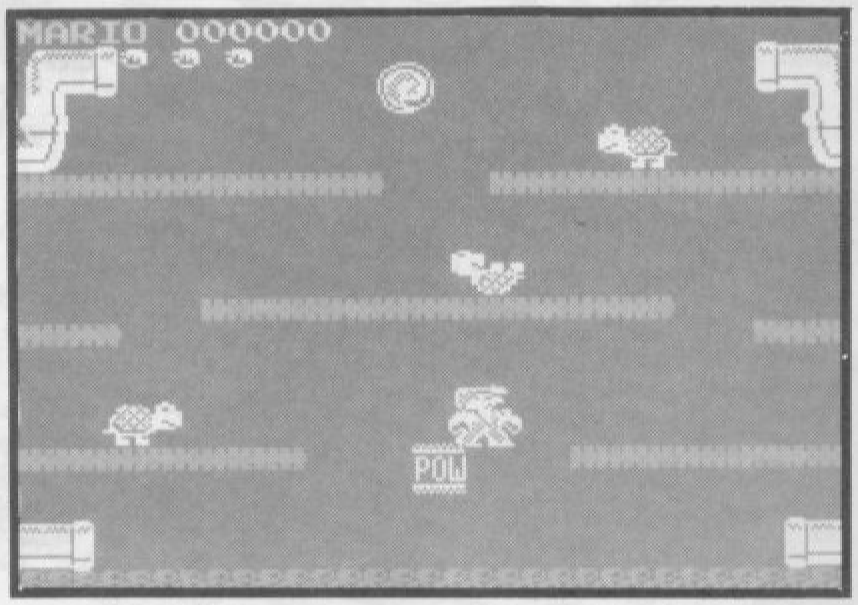
Knocking turtles over surprisingly makes for an astonishingly entertaining game. Workmanlike conversion though

MARIO BROS
Label: Ocean
Author: Jon Woods
Price: £7.95
Memory: 48K/128K
Joystick: various

Reviewer: Graham Taylor

★★★★★





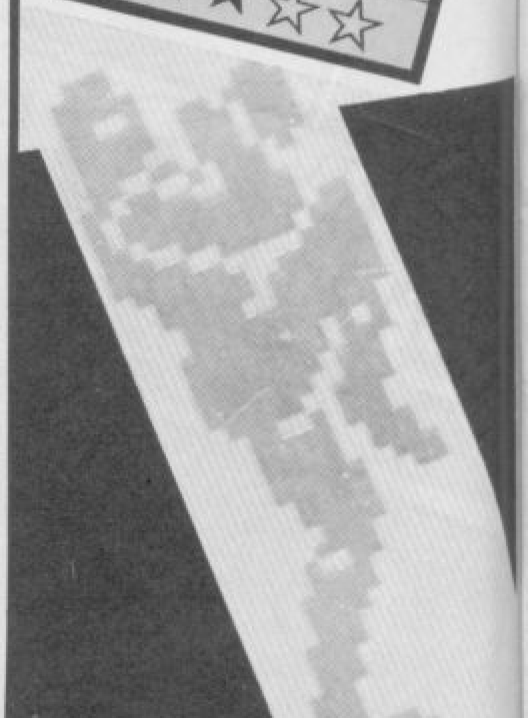
FACTS BOX

Some nice graphics fo the central characters but suffers from a pauc ity of plot ideas and a lack of game variety

SABOTEUR II
Label: Durrell
Author: Clive Townsend
Price: £7.95
Memory: 48K/128K
Joystick: various

Reviewer: Graham Taylor

★★★☆☆



Sometimes I reckon the Japanese have funny brains. This is not a criticism. On the contrary it is a form of praise. What other nation could have invented the *Endurance* game show?

What other nation would have thought of the Sony Walkman?

What other nation creates such strange aracade games? **Pacman** was pretty weird but **Mario Bros** is weirder.

The coin-op game by Nintendo dates back quite a while yet has only now been converted to the Spectrum. Did

MARIO BROS

I say weird? Check this out – the idea of the game is to jump up and down some bouncy platforms trying to knock over a passing turtles (known as shellcreepers on the box). Having up-ended one or more turtles you have to kick them. This makes them go away. . . it'd make you go away too, I should think.

The only thing that gets in the way of you flipping the turtles is the fact that they kill you if you bump into them (terror turtles) and there are crabs and fireballs hurtling around the screen. In addition the turtles don't stay flipped for ever – if you don't get to them within a certain time they leap up again. As you can see **Mario Bros** is very environmentally sound. . .

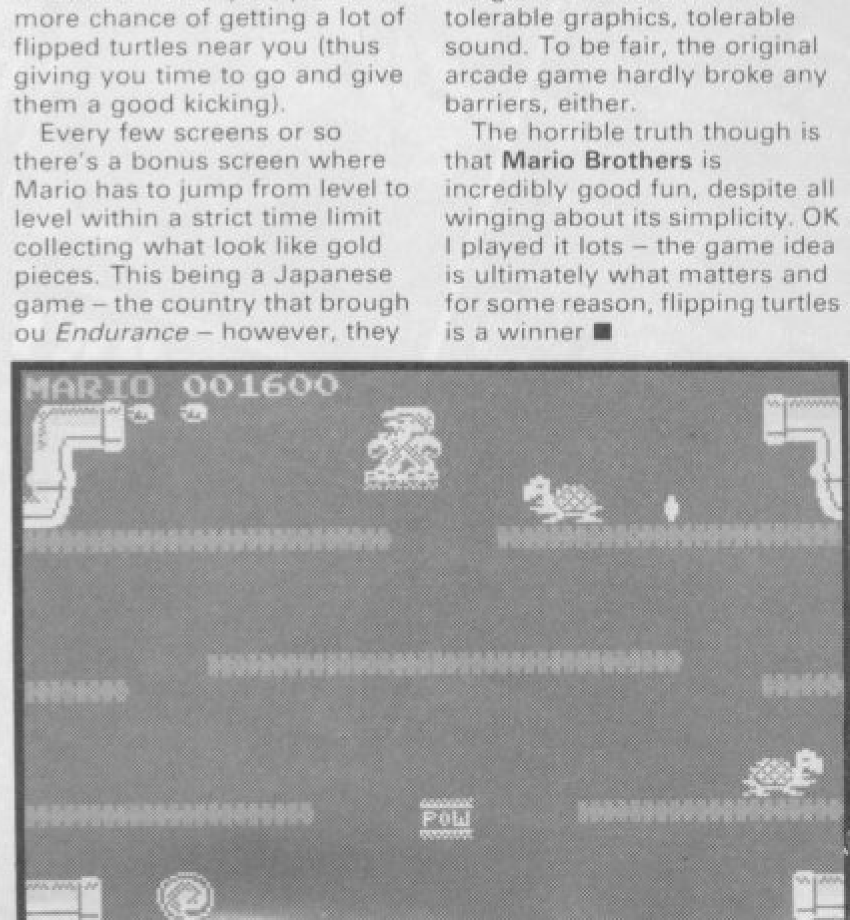
There are a few things to help you. Best is a sort of super bounce – a 'POW' block that, once hit causes everything currently on screen (almost everything) to flip. The problem is you can only use it a few times before it gets crushed beyond redemption.

Gradually the turtles trundle to the bottom of the screen and thence return back up to the top again. This gives rise to the only sure technique I discovered for flipping turtles – if you stand on the highest level but one and wait for turtles to emerge from the top it is usually possible to get them before they drop down. I got through quite a few stages this way. Another technique is the timing of the POW button bounce. If you wait until the last possible moment, before jumping, ie when a turtle is about to reach you, you stand more chance of getting a lot of flipped turtles near you (thus giving you time to go and give them a good kicking).

Every few screens or so there's a bonus screen where Mario has to jump from level to level within a strict time limit collecting what look like gold pieces. This being a Japanese game – the country that brough ou *Endurance* – however, they are probably chicken brains. Since I managed to collect the lot within the time limit and after a lot of utterly incompetant jumps I can only surmise it isn't difficult enough.

The game actually looks very naff – a real production-line Ocean conversion. It isn't a very difficult game to program yet all we get is the bare minimum – tolerable graphics, tolerable sound. To be fair, the original arcade game hardly broke any barriers, either.

The horrible truth though is that **Mario Brothers** is incredibly good fun, despite all winging about its simplicity. OK I played it lots – the game idea is ultimately what matters and for some reason, flipping turtles is a winner ■



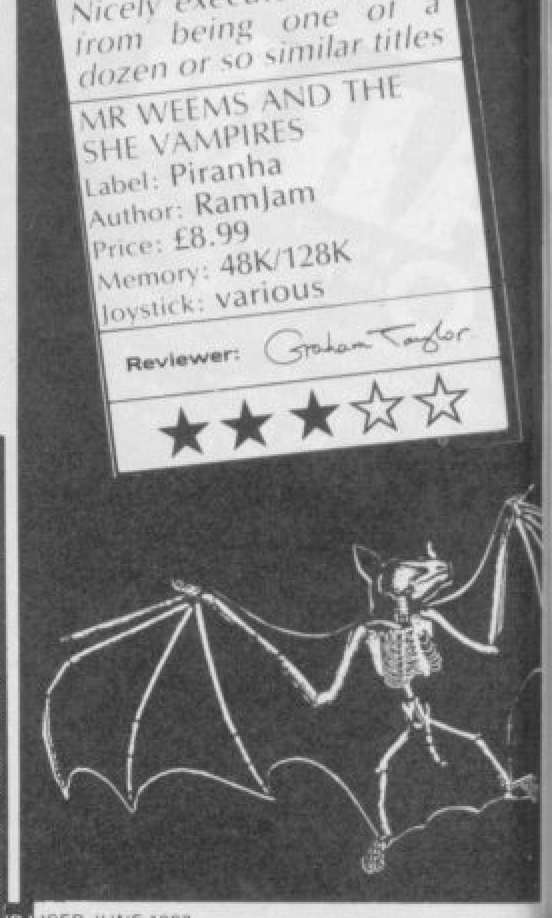
FACTS BOX

Gauntlet varient with horror figure and Garlic. Nicely executed, suffers from being one of a dozen or so similar titles

MR WEEMS AND THE SHE VAMPIRES
Label: Piranha
Author: RamJam
Price: £8.99
Memory: 48K/128K
Joystick: various

Reviewer: Graham Taylor

★★★☆☆



SABOTEUR II

I dunno really. Maybe I've just seen a few too many games that look like this recently (and maybe none of them are as good as **Dan Dare**).

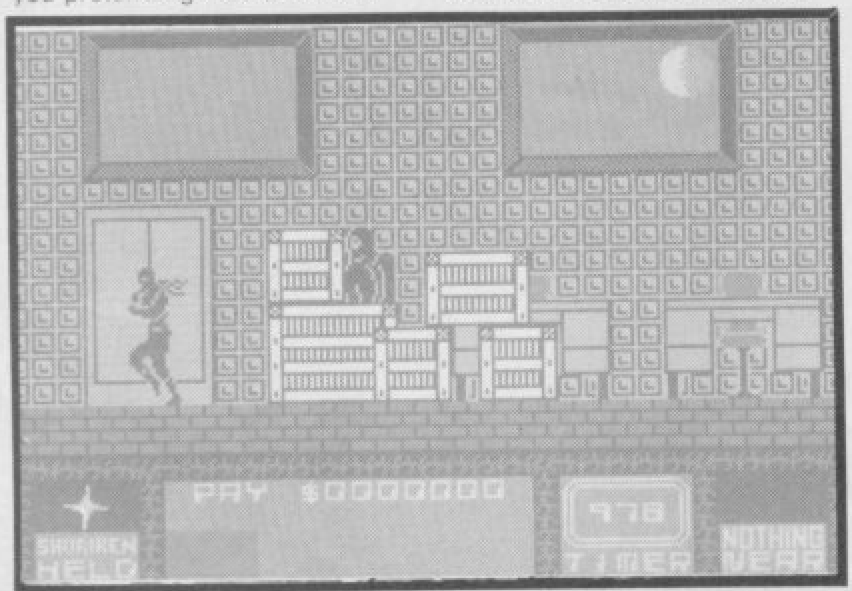
Saboteur II has large animated sprites and mixes martial arts with looking for things – pieces of punched tape which contain the secret something or other.

And somehow it just leaves me cold.

Shock, horror, non-sexistness! You play a woman (the ninja's beautiful sister we're told). You wouldn't know it though, she seems to be clad in the standard black gear. Anyway there's nothing to stop you pretending to be a man if being a woman gives you emotional problems.

There's a lot of screens (700) but a lot of them are pretty similar. There are objects to be found and used, but not many. The crux of the game really is kicking adroids, which is OK but not easy.

The game begins quite well, you glide in on a hang-glider to a maze of high security buildings. Although you don't control the flight you do control where you 'drop' which in turn determines whereabout you begin your entry to the buildings. So, where you drop becomes part of the judgement involved in the game. For what it's worth I've found dropping after 3½ screens worth of 'flight' most useful.



The game is divided into missions but the essential ingredients remain the same – kill as many androids as you can using either your feet, fists, or one of a variety of weapons located in the building. So far I've found stars, swords and wrenches. You are also looking for pieces of punched computer tape – (these control the flight path of a missile and. . . blah blah. . .) If you can find them all, the next step is to find your way through a series of tunnels to a hidden motorcycle and take off. . .

Mostly the game area is a series of walkways at different levels linked by ladders with the occasional box or ‹ ' air scattered about and the background is just an expanse of wall.

Tunnels are a litte different being full of bats which need a fair amount of carefully timed ducking and the android robots are pretty nifty – large black figures, some equipped with a pretty threatening looking laser which burns away your energy levels at an alarming rate. Even better are the pumas which leap about authentically and can run faster then you can.

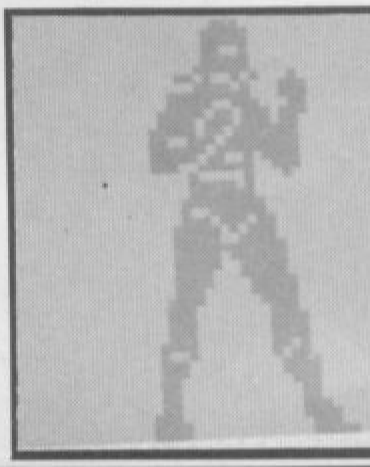
The actual fighting part of the game is goodish. Moves are essentially restricted to kick, duck and punch (or throw if you are holding something) and the androids don't fall easily.

A bar indicates your energy level and basically it gets used up in fighting and gets restored when you stand still.

What this means is that you have to be pretty careful about when to attack and when not – if your energy starts to get low, run away very fast.

Saboteur II isn't a bad game by any means, but it suffers from being too much like too many other games around recently.

Maybe it's a bit lacking in variety as well■

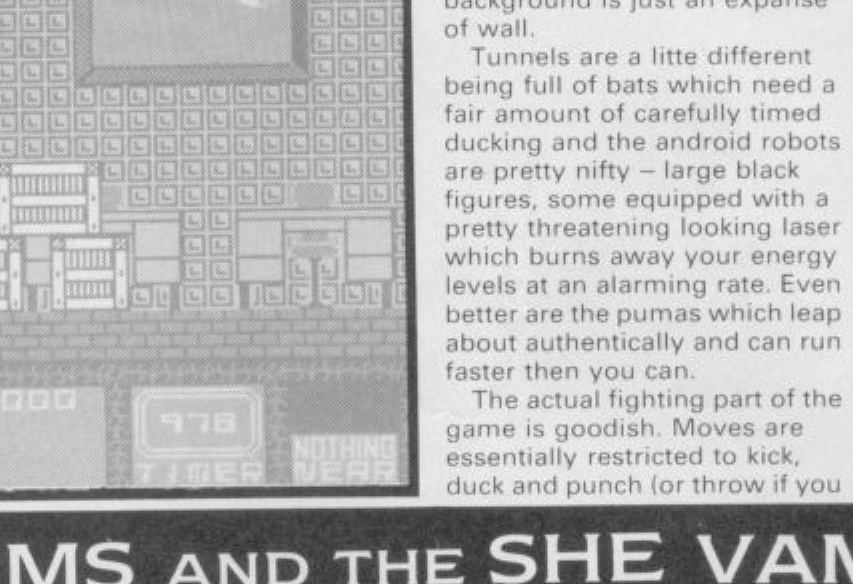


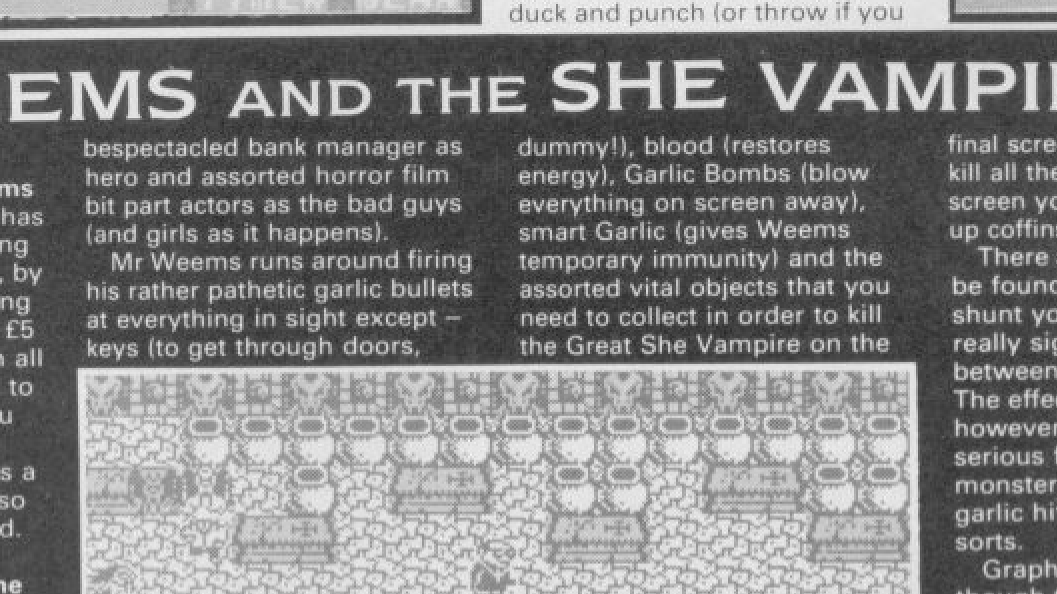
MR WEEMS AND THE SHE VAMPIRES

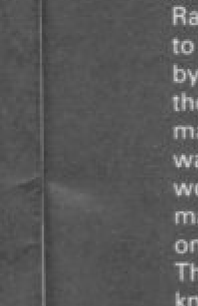
The Astonishing Adventures of Mr Weems and the She Vampires has been through a few marketing changes recently. The game, by RamJam, was originally going to be sold for around about £5 by a mystery company, with all the instructions you needed to make as many copies as you wanted. The idea being you would send the company, as a matter of honour a quid or so on every one you distributed. The game at that time was known as **Mr Weems and the Sex Vampires.** This was a bizarre idea and didn't make it too far, past the twelve bottles of Pils in the pub stage. Now the game, under its new title, is to be sold by Piranha for £8.95. This is a more conventional plan.

The game is yet another **Gauntlet.** This is not so bad because nobody else is selling a **Gauntlet** varient this week so the game might do OK. The setting even looks like the stoney alley ways and mazes of **Gauntlet** only the deadly weebles being different. In this case you get a pudgy bespectacled bank manager as hero and assorted horror film bit part actors as the bad guys (and girls as it happens).

Mr Weems runs around firing his rather pathetic garlic bullets at everything in sight except – keys (to get through doors, dummy!), blood (restores energy), Garlic Bombs (blow everything on screen away), smart Garlic (gives Weems temporary immunity) and the assorted vital objects that you need to collect in order to kill the Great She Vampire on the final screen. If you manage to kill all the bloodsuckers on a screen you get to start blowing up coffins – which is fun.







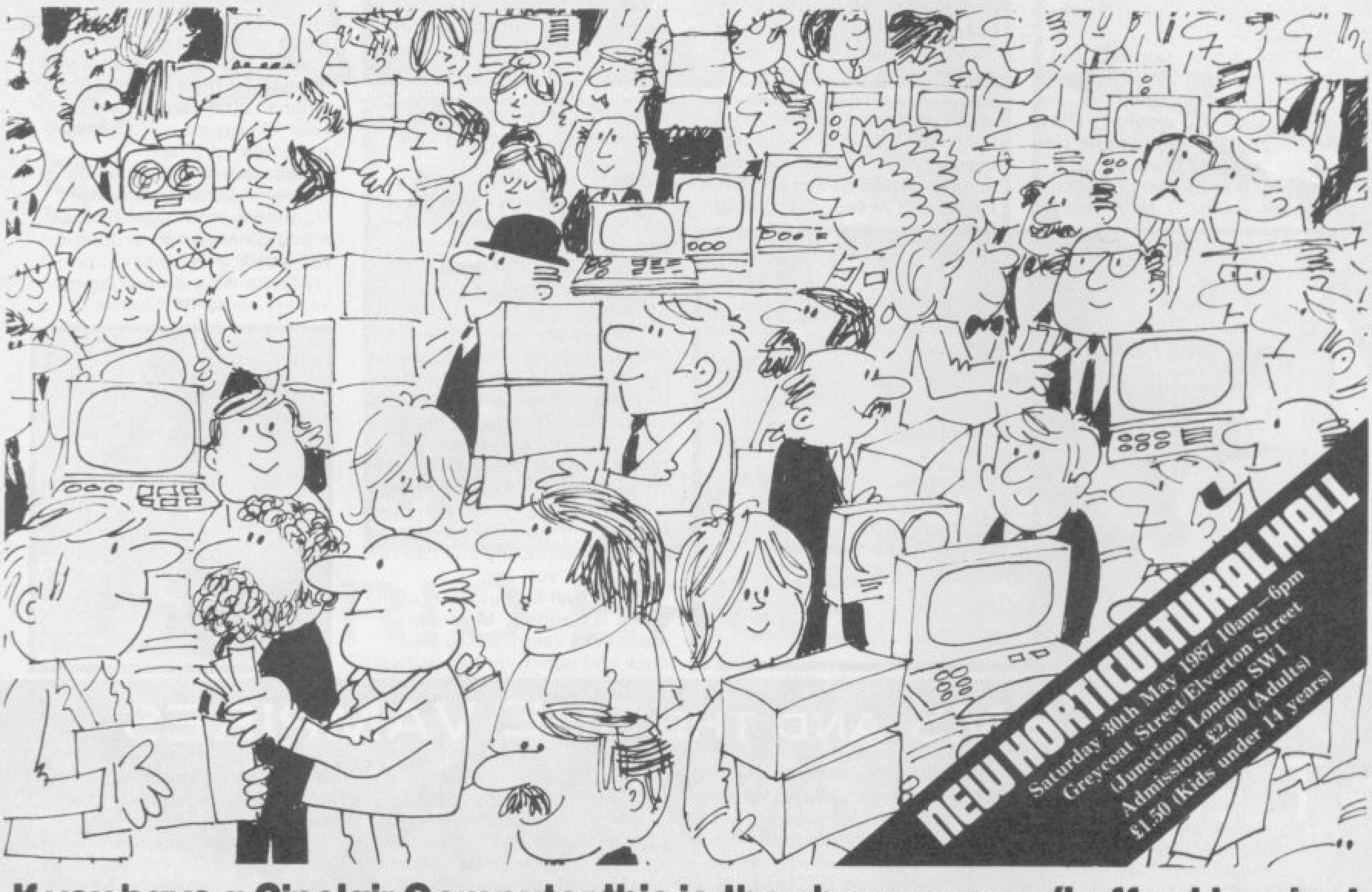
There are a few secret exits to be found, a few transporters to shunt you about and the only really significant difference between levels is the colour. The effect of the garlic bomb is, however, pretty impressive – serious flashing. Different monsters require more or less garlic hits – this is strategy of sorts.

Graphically **Mr Weems** is OK, though the way the screen flips between sections is a bit crummy. The only real problem is that the large number of small (but detailed) graphics makes the screen look pretty confusing – you better make sure your TV is well tuned in. Ours wasn't and caused much heartbreak and I shot keys and smart Garlic a plenty.

The game isn't going to win any awards, but **Mr Weems** is a perfectly adequate **Gauntlet** variant, at £5.00 it would have been quite a bargain. As it is it gets a definate maybe for those not yet weary. . .■

BARGAINS GALORE AT THE SPRING

MICROFAIR



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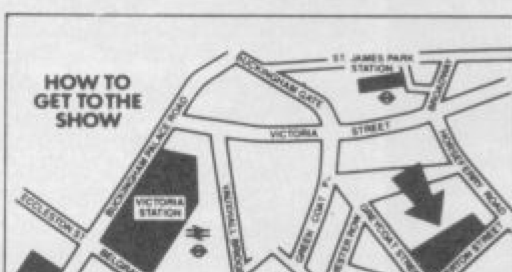
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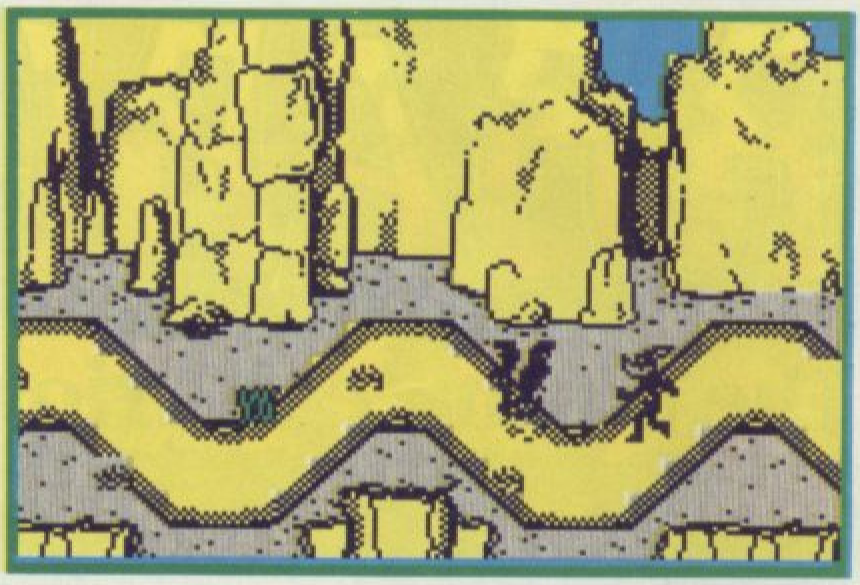
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"We didn't go after the *Road Runner* TV show. It was the licence of the Atari arcade game we wanted. "It was an obvious choice, because everyone knows *Road Runner* and it was easily convertible and it'll sell.

The toughest part of the project was making *Road Runner* act and feel like the character in the cartoon. It's all very well for him to look right, but you've got to tailor the gameplay and keep altering it 'til it's right.

The people we chose to write the program are a company called Canvas from Liverpool. Ex-Imagine chaps, some of them, and they're now working almost exclusively for us. Canvas has written *Leaderboard* and *PSI 5 Trading* among others.

All the versions of *Road Runner* for the different machines are in progress at the same time. It's not a case of converting form one machine to another. You've always got to bear in mind that there's no point in licensing something that's

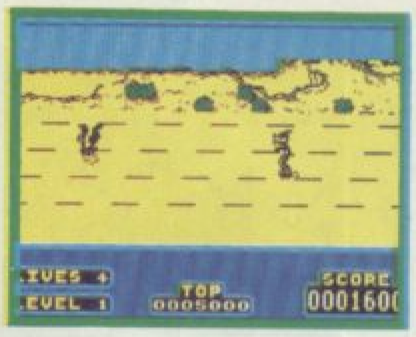


unconvertible. The reason *Gauntlet* did so well was that on all machines it was faithful to the original.

The licensing side of the *Road Runner* deal is complex. Each version of the program (the coders are contracted to produce one draught per month) must be sent to both Atari and Loony Tunes (Warner Bros). If they take exception to anything, it could well mean going right back and starting from scratch.

The gameplay of *Road Runner* is easy to explain – you're chased through the different screens by Wile E Coyote and you've got to go around, picking up birdseed wherever you find it, scoring points by doing so. The graphics are quite small, but they move around very quickly and it's looking good. Some screens are viewed side on, others from the top and the side.

It's a pretty good job. *Road Runner* is a clean character to represent and

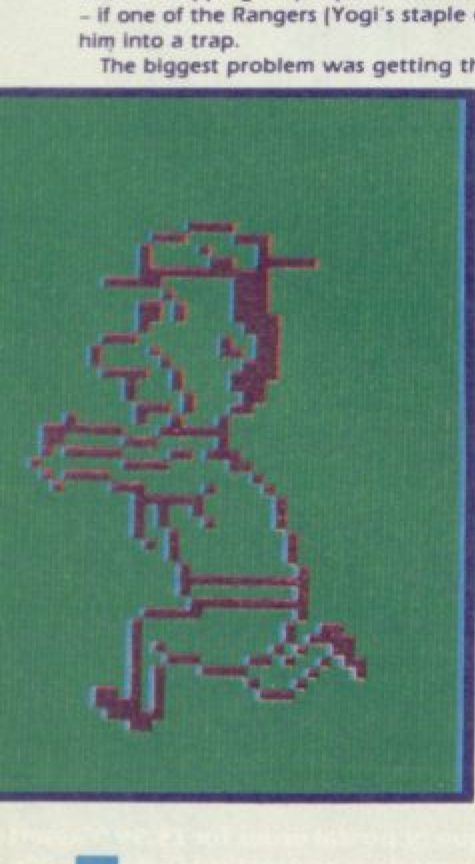


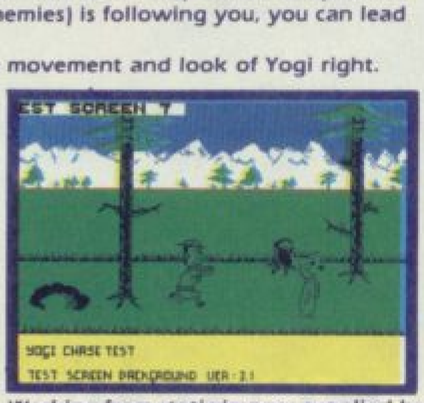


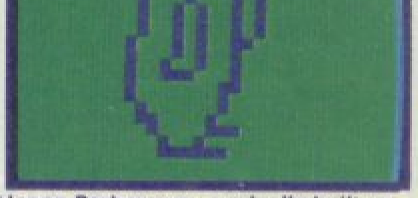
"Being part of a multi-million pound company certainly helped Piranha get the licence for Yogi.

Hanna Barbera is more than a little protective towards Yogi. He mustn't be seen to kill anything, for a kick off, that was something that we had to get around. It's understandable that they don't want Yogi Bear wandering around chopping off people's heads so we had to come up with a compromise – if one of the Rangers (Yogi's staple enemies) is following you, you can lead him into a trap.

The biggest problem was getting the movement and look of Yogi right.







Working from static images supplied by Hanna Barbera we gradually built up an image of Yogi and started to move him around. For the chase sequence, we actually gave two people joysticks and let one chase the other around the playing area so we could get an idea how chases could be simulated. Then we had to program it which took ages!

The idea of the game is to guide *Yogi* through the screens, avoiding the traps laid by hunters and the Rangers, in search of Boo-boo, who has been captured and is being held by the bad guys. The biggest problem is to keep ahead of the Ranger who is always just behind you while still taking enough care to not fall into any traps along the way.

Storyboarding took about six weeks, and then it had to be approved. The project was underway for about ten weeks before anything was running."

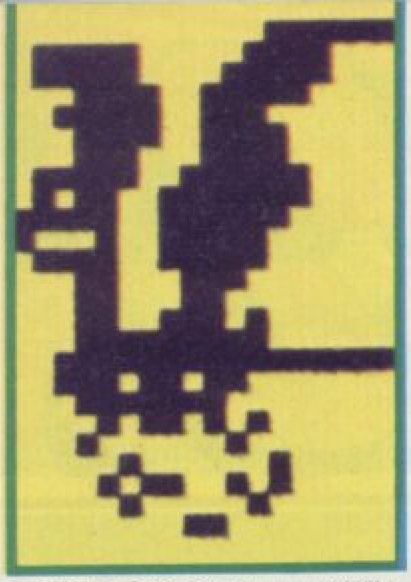
TONY FELDMAN/PIRANHA
HANAM SUMARA/DALALI SOFTWARE

"Garfield. The fat, cynical, smart alec cat has been growing in popularity for a number of years. I've been obsessed to a certain extent with Garfield for a year-and-a-half and I suggested the possibility of a game based on the character to Tim Langdell, boss at The Edge.

At the time, I was working free-lance for The Edge, and after joining full-time I continued to develop the idea.

After Tim negotiated the deal with United Features Syndicates, I started doing the game design which involved collecting just about all the artwork and comics and books ever produced and working from them.





because he has only one enemy, Wile E Coyote, it's a pretty simple scenario. We reckon it plays just as well as the arcade version ”

TIM CHANEY
US GOLD

“There's no such thing as a new idea” boring old cynics can be heard to say as they load their third multi-level scrolling alien blast of the afternoon.

Why bother thinking of anything yourself when you can (for a price) take someone else's ideas instead?

Anything that's either on TV or in the charts or on the Big Screen is viewed as fair game by the people who sit behind large desks and say "What about *Care Bear Teenage Axe Murder Party?* The ratings are good." Crass? Calculated? Exploitative? Obviously. But what does it matter if the game is good? Not a jot.

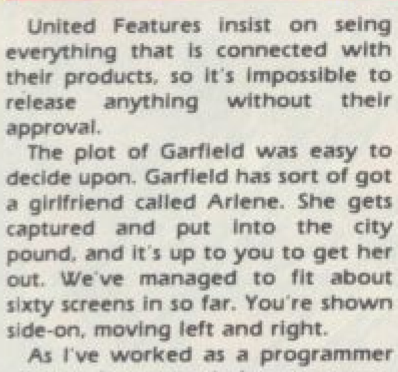
Current trends seems to lean towards semi-cute, very well known and largely inoffensive characters so where better from which to draw than the throaway humour and mass appeal of cartoons?

If this all sounds a bit far fetched, think again. Four of the prime movers in the software industry have already staked their claims. Elite's *Scooby Doo* was released last year and charted. It was a good product. The Edge is about to release *Garfield: The Big Fat Hairy Deal* – a computerised romp through the jaundiced and cynical world of Jim Davis' overweight cat. Piranha is working on *Yogi Bear*, the Hanna Barbera quasi-cult TV cartoon. And even US Gold has take the bait and bought the rights to Atari's coin-op featuring *Road Runner*.

So how do these games come about? It's not as if you can simply call yourself a software house and start making a game out of someone's character. What if it turns out to be dreadful (perish the thought)? Or – more importantly – what if you sell loads and loads just because the game is based on a wellknown name? A deal has to be struck. The chequebooks come out and so the assurances that the character in question will be represented in a fair and true manner and, oh yes, it will be a quality product.

Exactly what has to happen before the cutesy character on TV or in the morning paper can appear on your Spectrum? Read on■





United Features insist on seing everything that is connected with their products, so it's impossible to release anything without their approval.

The plot of Garfield was easy to decide upon. Garfield has sort of got a girlfriend called Arlene. She gets captured and put into the city pound, and it's up to you to get her out. We've managed to fit about sixty screens in so far. You're shown side-on, moving left and right.

As I've worked as a programmer it's easy for me to design a game so it's possible to program. There's nothing worse than someone asking you to program something completely impossible. The graphics and stuff have been done, and the plot synopsis has now been OKed. ”

ANDY BLAZDELL
THE EDGE

“Scooby Doo, we said, it's a dog, isn't it? . . or a horse? or something . . .

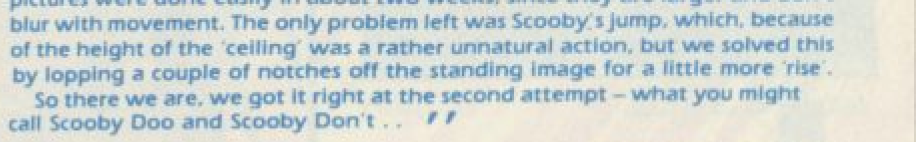
Understandably, those nice peole at Hanna-Berbera were unwilling to leave the computer realisation of their favourite cartoon character to the fevered imagination of a programmer (Pac-Scooby? Donkey-Doo?), so they kindly lent a hand.

This was in the form of about two hundred standard drawings of Scooby and friends in a variety of poses in four differenct sizes – which guaranteed that what was produced would at least look like Scooby.

This just left two major problems – scale and movement.

On the Spectrum, the active Scooby was five characters high, which doesn't leave much room for subtlety of expression . . . but the most exhausting job by far was how to make Scooby move. Our first efforts took about a month and were absolutely abysmal. We bought half a dozen Scooby videos and watched each one about a thousand times (yawn) until we decided that the best way to move him would be on all-fours. This was wrong. The resulting Scooby, with







nine frames, looked more like a frantic ant, with legs all over the place and a lousy sense of direction – it had to go . . .

Our next attempt involved us freeze-framing the videos at all points that Scooby walked upright – surprisingly few, actually, from this we came up with a five-frame two-legged run, which looked a little odd for each individual frame, but was OK when run at game-speed.

After that, it was all, as chess-players say, a matter of technique. All the still-pictures were done easily in about two weeks, since they are larger and don't blur with movement. The only problem left was Scooby's jump, which, because of the height of the 'ceiling' was a rather unnatural action, but we solved this by lopping a couple of notches off the standing image for a little more 'rise'.

So there we are, we got it right at the second attempt – what you might call Scooby Doo and Scooby Don't . . ”

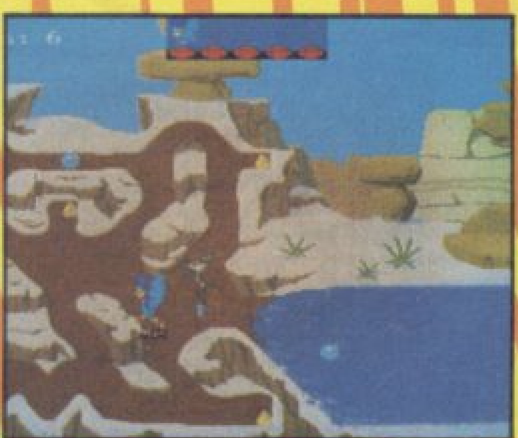
GREG FOLLIS
GARGOYLE

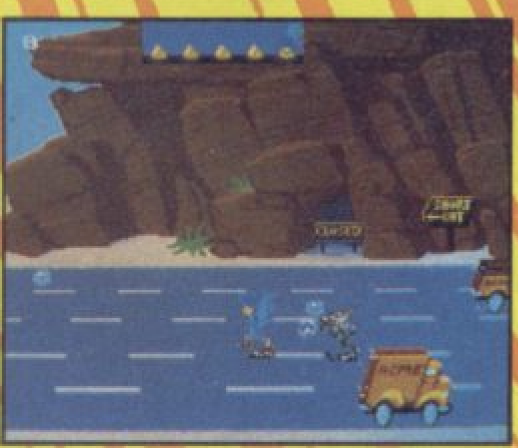
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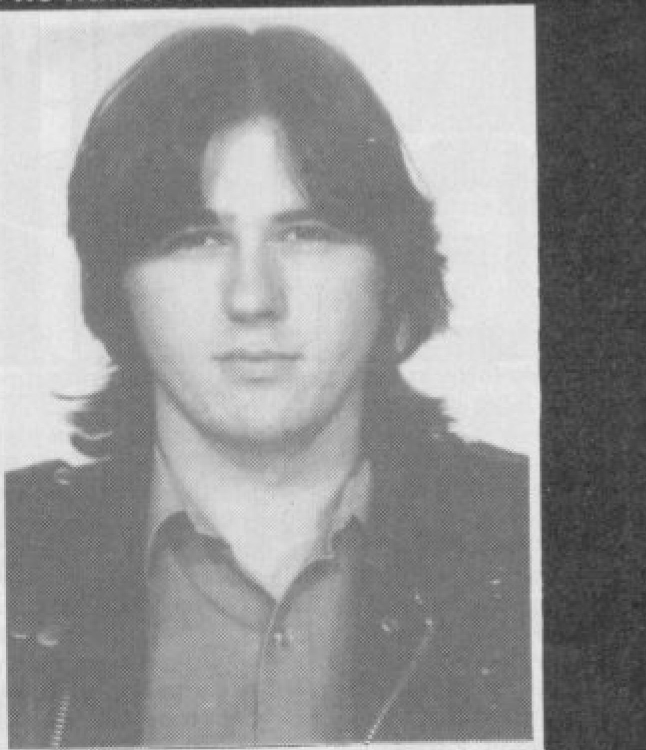
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C.O.D.E. T.A.L.K.

STEPHEN Curtis is one of the most prolific programmers around – nearly 20 programs since 1984 including top budget gems like Nonterraqueous **and** Terra Cognita. **With** Dr Jackle and Mr Wide **about to be released we dragged him away from a hot keyboard to speak to us about the Universe and the games he hates. . .**



STEPHEN CURTIS AGE 24

The first computer I saw was a Commodore Pet. That was in 1980 when I was on a Building Management course at the local Technical College. I learnt a bit of Basic on that and bought a ZX81. Bit by bit I learnt machine code, mostly from books. I bought three at once and read each one at least three times. These days I just use Rodney Zaks' reference book on the Z80.

I think that was the best way to learn machine code – you have to go through the business of solving the problems yourself and do it all by trial and error. The first progam I ever wrote was a version of **Breakout** – that was when I'd up-graded to a Spectrum. The first program I wrote that I'm still proud of is **Morris and the Bikers** which Automata put out – it was just very playable.

VITAL DETAILS

Which other programmers do you really admire?

There aren't many really, although there are particular games I like. I think it's really only Jeff Minter whose work I always enjoy – he's just very good at creating mindlessly playable games

Favourite Programs?

I like Starglider **– that's the only recent game I really like. Going back a bit I like** Dan Dare **and inevitably I suppose I thought** Knight Lore **was incredible**

What Arcade games do you get the highest scores on?

I think that one must be Roadrunner. **I got good at it just because I play it so often. I play it so often because I think its really funny just like the cartoon**

What program would you most like to have written?

It has to be Knight Lore. **There hasn't been a game since that was as totally stunning and as revolutionary as that one was**

Greatest Programming Achievement

Well actually I think the best program I ever wrote was one that was never released. It was just a wordprocessor that I created for myself. It was quite sophisticated and had a built-in database

Programming Ambition

I'd like to create an incredible shoot 'em up. Something like Star Wars **but using hidden line removal and solid objects – it would need something a little more powerful than a Spectrum though**

Favourite TV Programme

Dr Who. Despite all the changes of the Dr I still watch it. I think I liked Tom Baker and John Pertwee best

Favourite Film

That has to be *The Terminator* with Arnold Schwarzenegger. I loved the bit at the end with the animated robot skeleton. I also liked *Star Treks II* and *III*. I thought *Star Trek I* had no plot and the latest one is totally silly – it takes all the credibility away – I hated it

Favourite Record

Anything by Queen

Favourite Food

Fish and Chips

Favourite Drink

Carling Black Label

Favourite Books

Anything by Asimov – most of the books I like are SF. I think my all time favourite book is the first *Stainless Steel Rat* book by Harry Harrison

Worst hit program

Well I really thought War of the Worlds **was trash but unfortunately it didn't do all that well.** View to a Kill **and** The Great Space Race **were also dodos**

Hobbies

I don't really have any except driving my car – a 2.8 Capri

Worst subject at School

I was awful at both French and Maths. On one occasion I managed to get 0/100 at French – Maths wasn't much better – I got 3/100

Best thing about the Spectrum?

It's nice and simple

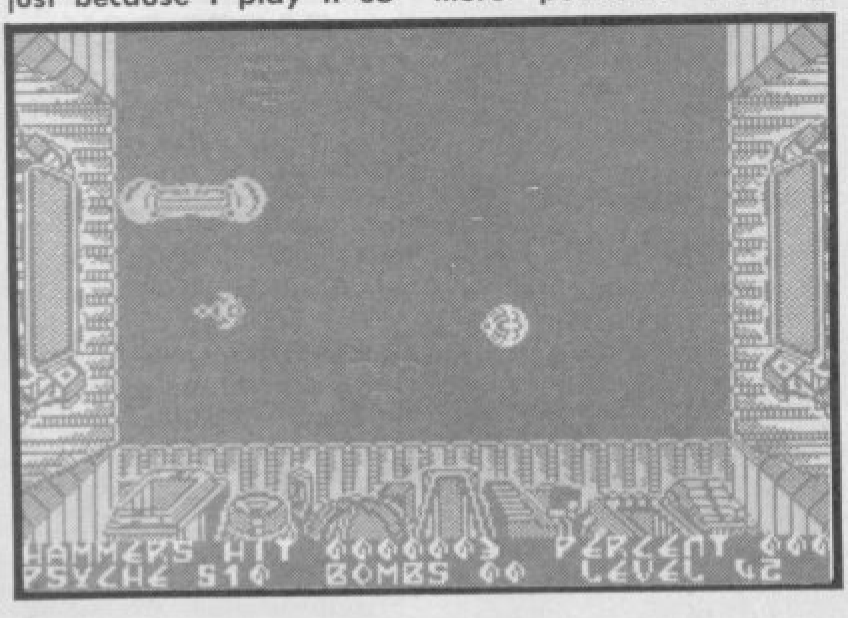
Worst thing about the Spectrum?

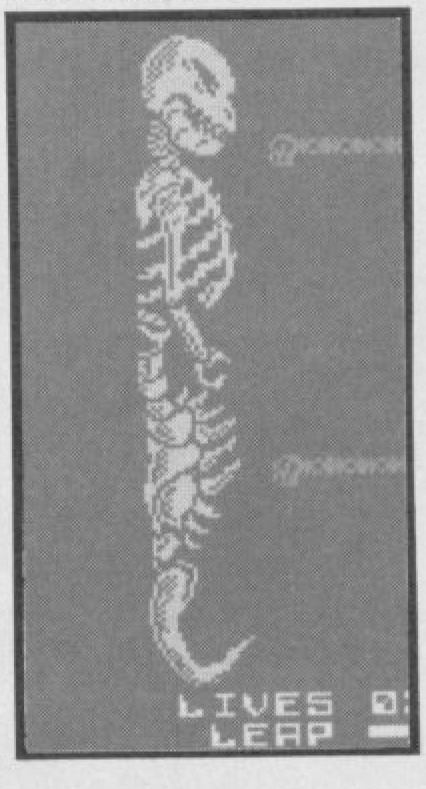
The attribute problem

Coming Up

Dr Jackle and Mr Wide **should be out any minute. I'm currently working on** Nonterra 6 **which has the working title of** Artificial Dreams **– it'll be another shoot 'em up sort of arcade game**

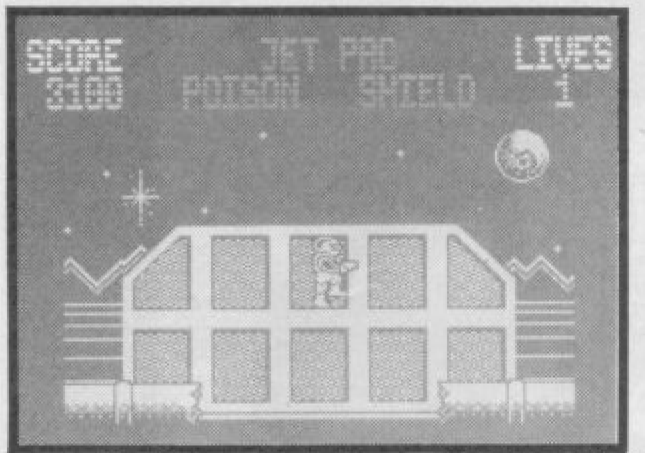
SOFTOGRAPHY: Morris Meets the Bikers (*Automata*, 1983), **Hammer House of Horror** (*Lasersound*, 1983 **Battle of the Toothpaste Tubes** (*K-Tel*, 1984), **Arena** (*K-Tel*, 1984), **Gissa Kiss** (*Titam*, 1984), **Key File** (*Keysoft*, 1984), **Accelerator** (*Century City Soft*, 1984), **House on Damned Hill** (*Century City Soft*, 1984), **Tiler** (*Interceptor*, 1984), **Plummet** (*Interceptor*, 1984), **Chopper Squad** (*Interceptor*, 1985), **Soul of a Robot** (*Mastertronic*, 1985), **Nonterraqueous** (*Mastertronic*, 1985), **Five-a-side Soccer** (*Mastertronic*, 1985), **Terra Cognita** (*Mastertronic*, 1985), **Into Oblivion** (*Mastertronic*, 1986) **Dr Jackle and Mr Wide** (*Mastertronic*, 1987)





ARCADE REVIEW

GUNRUNNER





Gunrunner is a tough game to review. It's not that it's particularly difficult. It's not that it's particularly fantastic. And it's certainly not atrocious. But you couldn't really get away with calling it mediocre either.

The storyline behind the game is simple. You (GunRunner) inhabit a planet by the name of Zero. Zero is cold, and its inhabitants protect themselves from the ice-age with nuclear power and a network of reactor-cooling hot pipes over the surface of the planet.

Alien worlds, in this case Destrovia, find the lure of the valuable plutonium that runs along the pipes from reactor to reactor too strong and take it upon themselves to steal some.

Obviously, this is bad news for Zero as the planet will be unable to fight against the ice age and things will become completely frozen and generally go downhill.

Something will have to be done and its you who's gotta do it. The only action to take – of course – is to get out on the planet's surface and annihilate every alien life-form in sight. You'd never have guessed, would you?

The game is essentially a scrolling side-on shoot-out with above-average graphics and a moderate amount of action. The biggest detraction from its appeal is the lack of speed. As you run/fly left and right, the screen moves in little jerks that I'm afraid fall well short of the promised of super-smooth scrolling. Partly because of this, also, the action just isn't very fast. Aliens attack in lethargic waves and you blast back in an equally unenthusiastic manner.

As you progress from left to right, you'll come across a number of useful things. First there is the three-directional blaster which enables you to fire three shots at once at a variety of angles. Then there is poison, which acts like a smart bomb, killing everything on the screen. The jet pack lets you fly around a bit while the shield provides a finite amount of invincibility.

Should you be hit by an alien, one of two things will happen. If you are holding any of the items above, you'll be robbed of them. If you aren't carrying anything, you'll lose a life.

Once the end of a wave is reached, you move on to the bonus section which takes place over a different coloured backdrop and where the sole objective is to wipe out as many aliens as possible for points.

After the bonus you find yourself on the next level (of which there are ten). Colour change here too, and more aliens.

Gunrunner is Hewson's first attempt at a middle-of-the-road shoot-out (*Uridium* doesn't count) and it doesn't quite work.

While it's lovely to look at, it's got very limited gameplay.

It has to be said though, that there are many inventive and pleasing touches, like the way the colour drains from the signs naming objects, indicating they're nearly used up. By no means a bad game, but nothing of any great excitement■

FACTS BOX

Mainstream space adventure romp with a nice look and very little depth. Better than you're average blast, but not up to Hewson's usual standard

GUNRUNNER
Label: Hewson
Author: Christian Urquhart
Price: £7.95

Reviewer: Jim Douglas

★★★★☆

COSMIC SHOCK ABSORBER

"**Y**ou are **Cosmic Shock Absorber,** Saviour of the Universe." At least, that's who you are according to Martech.

Not another alien-zapping, running-out of time, against all odds mission? Well, almost. There is a slight twist to **Cosmic Shock Absorber,** but more of that in a sec.

Although you might not think so from the way the screen fails to move, you *are* moving through time and space. And as the aliens appear on your screen, hold them on your horizon and *Fire* continually. Not easy, since one laser beam seems to take about half a dozen blasts to get it on its way. It seemed to be more a matter of luck rather than judgement.

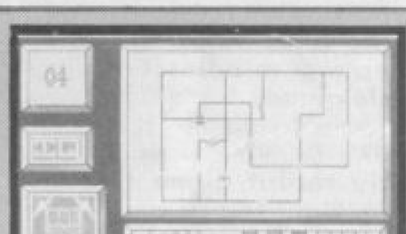
So there you are, in the trusty ol' space-craft, keeping the aliens on the horizon and massacring them as they come, progressing on to the next level to massacre some more, making your way towards the source of life itself – the Interstellar Lake of Protozoic Slime (and why not?) when all of a sudden, for no apparent reason, your screen goes blank or your guns fail!

What is this? Well, it's to be expected really, since the trusty ol' CZ Neutrozapper (oh please) is not as trusty as you thought, and is in dire need of servicing. So off you go, into the Repair Mode, to carry out the necessary replacements before you get destroyed.

But (and here come the twist folks) guess who's forgotten to bring the Instruction Manual with them, guess who can't remember how to operate the Phasering Iron? Personally I'd have thought that when asked to pop out and save the Universe, if you know your ship is a bit on the dodgy side, the first thing that you're going to reach for is the Repair Instruction Manual.

Once in Repair Mode, you're given five seconds to study the complete circuit board before it blows up and holes appear in it. It's a kind of memory test – now you see it, now you don't. You have a further fifty seconds to fix it and you don't know how to get the right coloured symbol in the board and it's not too long before you've blown yourself to Kingdom Come.





The graphics generally are nothing to write home about. Level 1's aliens take the form of pretty uninspiring UDG blobs, Level 2 treats you to some almost convincing X-Wing fighters. But Level 3 had me slightly puzzled. I am told that the strange flapping, floating, flying things are, in fact, gliders, but they looked more like inter-galactic bats.

Cosmic Shock Absorber doesn't impress greatly, I'm afraid. It's all strictly Mickey Mouse graphics and dull game play.

The real test is working out how to fix the components board, and after that, actually managing it in the time allowed. But I couldn't get too excited about that■

FACTS BOX

Mediocre space adventure stuff. Not taxing by any means, and unlikely to keep you hooked for more than a few plays

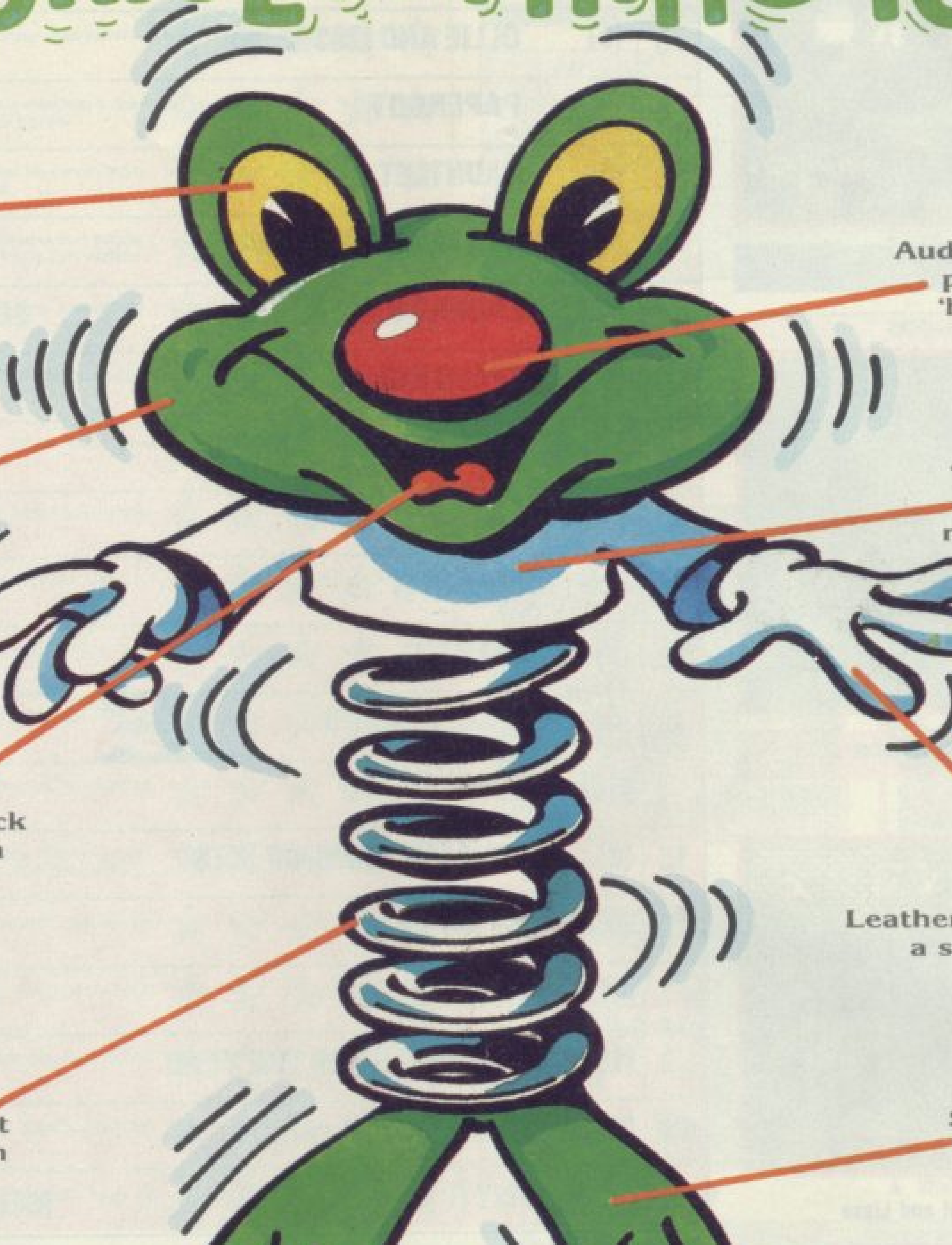
COSMIC SHOCK ABSORBER
Label: Martech
Price: £7.95
Joystick: various
Memory: 48K/128K

Reviewer: Tamara Howard

★★★☆☆

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Trendy designer cut off T-Shirt (causes nasty draught round your coils).

Stupid grin, take a quick look in the mirror when playing this game. See what we mean?

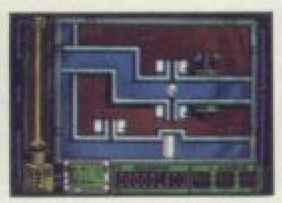
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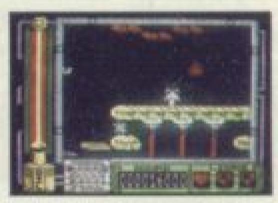
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1	(1)	FEUD	BULLDOG	£2.99
2	(2)	BMX SIMULATOR	CODE MASTERS	£1.99
3	(5)	OLLIE AND LISSA	FIREBIRD	£1.99
4	(4)	PAPERBOY	ELITE	£7.95
5	(6)	GAUNTLET	US GOLD	£9.95
6	NEW!	CURSE OF SHERWOOD	MASTERTRONIC	£1.99
7	NEW!	ENDURO RACER	ELECTRIC DREAMS	£7.95
8	(11)	SPEED KING II	MASTERTRONIC	£1.99
9	NEW!	NEMESIS	KONAMI	£7.95
10	(12)	180	MASTERTRONIC	£2.99
11	(16)	THRUST II	FIREBIRD	£1.99
12	(7)	AGENT X	MASTERTRONIC	£1.99
13	(3)	LEADERBOARD (CLASSIC)	US GOLD	£8.95
14	(10)	BOMB JACK II	ELITE	£7.95
15	(8)	KONAMI'S COIN-OP HITS	IMAGINE	£9.95
16	NEW!	HIT 6-PAK	ELITE	£9.95
17	(19)	VAMPIRE	CODE MASTERS	£1.99
18	(15)	FOOTBALLER OF THE YEAR	GREMLIN	£7.95
19	(17)	TRANSMUTER	CODE MASTERS	£1.99
20	(9)	FIST II	MELBOURNE HOUSE	£8.95



▲ In the top slot: Feud

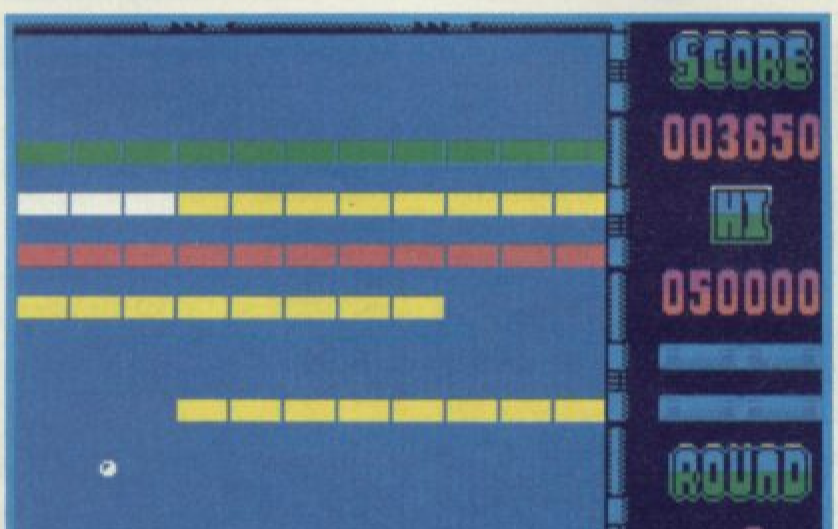

▲ July tip for the top: Enduro Racer


▲ Longest on the chart: Olli and Lissa

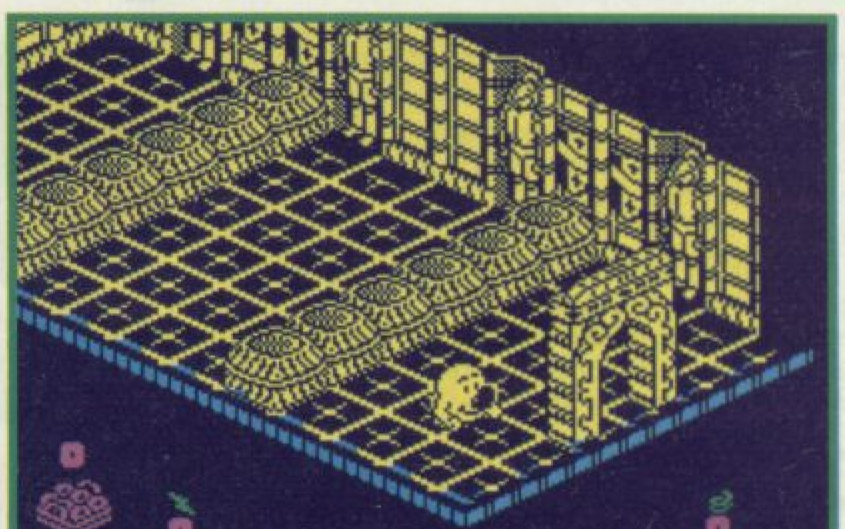
HOTTEST CLIMBERS

★ ★ ★ ★ ★ ★ ★ ★

Arkanoid narrowly beating **Krakout** into the 30 and climbing fast. Yes, it *is* only **Break Out** in new clothes but it's great fun. **Head Over Heels** is the very wonderful Jon Ritman's follow-up to **Batman** and it



▲ Hot: Arkanoid

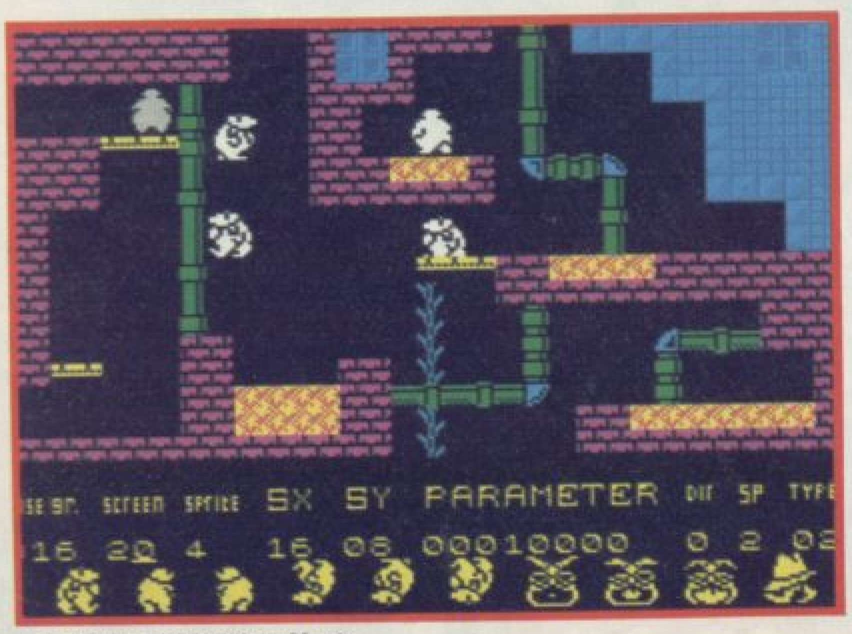

▲ Hot: Head Over Heels

E ★ N ★ T ★ Y

Compiled by Gallup for *Sinclair User*

Comment	Rating
Highly entertaining tussle between two wizards with great graphics and 12 spells to conjure with	★★★★☆
Brilliant conversion of the C64 hit. It's a genuine simulation – a biker's paradise with smooth slippery action	★★★★★
A graphically good but dull pot-boiler with cute characters. Predictable, but well executed	★★★★☆
Excellent conversion from the coin-op. Inevitable hardware restrictions make the game less 'special', but it's still great	★★★★★
As good a conversion of the classic arcade game as could have been wished for. No-one should be disappointed	★★★★★
Not unlike Hewson's Firelord. this is collecting objects and killing things in a rustic setting. Nice graphics with not too much variety.	★★★★☆
A coin-op conversion that puts other top software houses to shame. Sets a new standard for arcade tie-ins	★★★★★
Passable 3D racing game with bikes, not cars. Two-player option makes it more fun. On budget it's good	★★★☆☆
Excellent conversion of a wonderful coin-op. Straight-forward gameplay, but some stunning animated graphics	★★★★★
Could have been boring and tedious. Instead it's funny exciting and impressive. A closet hit	★★★★★
A worthy successor to Thrust. Combines deft joystick control with speed of thought. Great	★★★★★
Good value multi-load graphic adventure. Nice graphics and better than average plot	★★★★☆
Real 3D golf, not puny putting. Deserves to take the simulation market by storm. Five under par!	★★★★★
Platforms and ladders with great style. Terrific sequel to a strong original, which is thrown in for free	★★★★★
Good value collection of Konami's Imagine titles. Nothing brilliant, nothing awful either. With Yie Ar Kung Fu and Green Beret	★★★★★
Top value mix of oldies and newies. From good to bad – but seven on one tape can't be bad	★★★★★
Very nice sequel to the budget hit involving more frills and twiddles	★★★★☆
Fails miserably. Disappointing, eh Greavsie? What can I say Saint. They've let themselves down badly	★☆☆☆☆
Pretty dull platforms and ladders romp through spook city. Not abysmal and quite cheap	★★★☆☆
A sequel that's actually better than the hit that spawned it. Now all that whacking has a purpose	★★★★★

is BRILLIANT. At least, we like it a lot (check out *Mapchat,* this SU). And then there's **Auf Wiedersehen Monty.** The famous mole is on the move again, this time all over the globe. Very finely tuned **Miner**-style platforms and ladders



▲ Hot: Auf Wiedersehen Monty

CHART ★ ★ ★ ★ BREAKDOWN

ARCADE

1	PAPERBOY	ELITE
2	GAUNTLET	US GOLD
3	ENDURO RACER	ELECTRIC DREAMS
4	NEMESIS	KONAMI
5	BOMB JACK II	ELITE

ADVENTURE

1	SIDNEY AFFAIR	INFOGRAMES
2	GRANGE HILL	QUICKSILVA
3	SWORDS AND SORCERY	PSS
4	DRACULA	CRL
5	CONTACT SAM CRUISE	MICROSPHERE


▲ Nemesis


▲ Sidney Affair



▲ Battlefield Germany


▲ World Games

SIMULATION

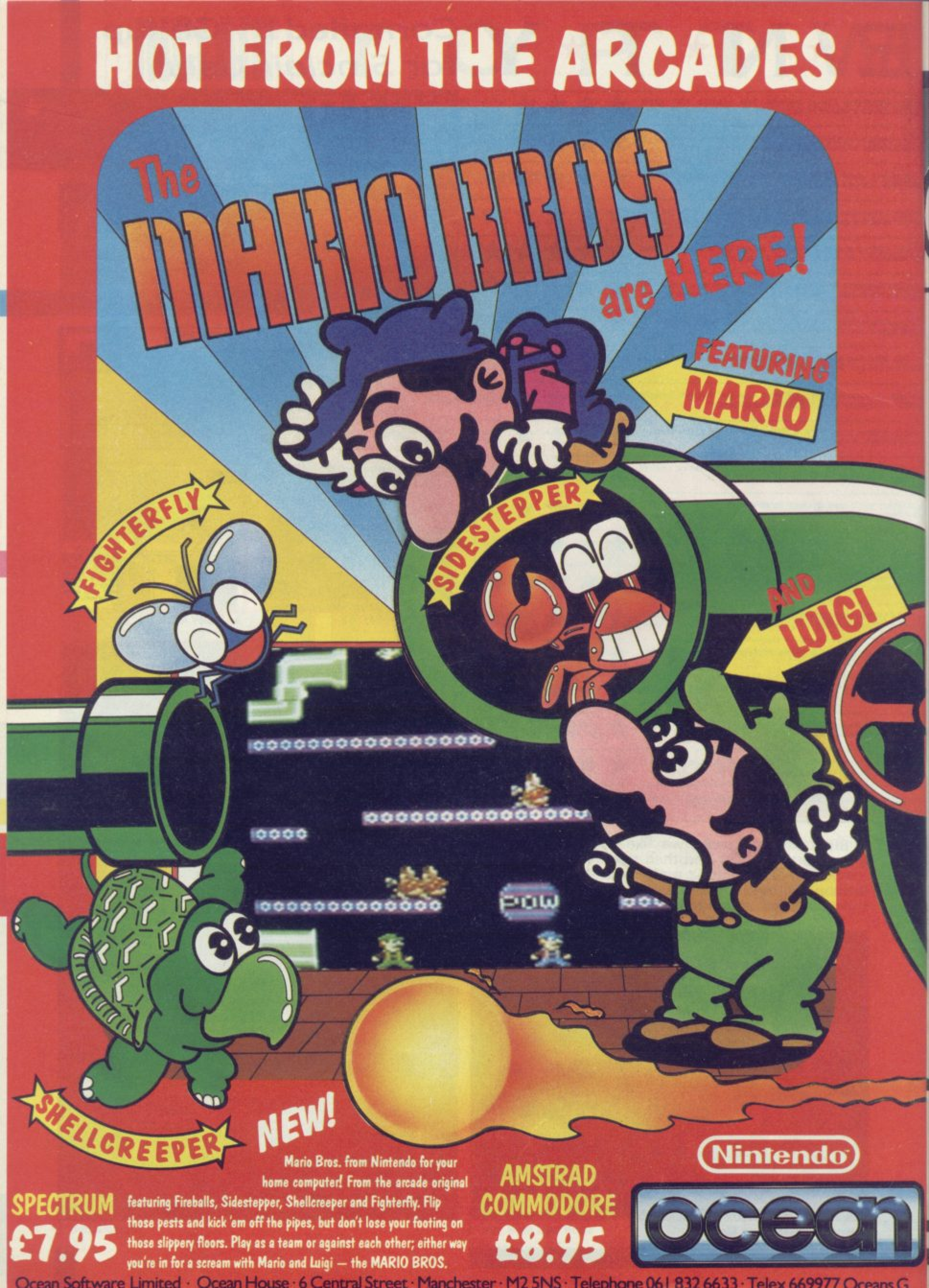
1	LEADERBOARD	US GOLD
2	SUPER SOCCER	IMAGINE
3	ACE OF ACES	US GOLD
4	WORLD GAMES	US GOLD
5	SILENT SERVICE	US GOLD

STRATEGY

1	FOOTBALLER OF THE YEAR	GREMLIN
2	VULCAN	CCS
3	FOOTBALL MANAGER	ADDICTIVE
4	TRIVIAL PUSUIT	DOMARK
5	BATTLEFIELD GERMANY	PSS

BUDGET £1·99 £2·99

1	FEUD	MASTERTRONIC
2	BMX SIMULATOR	CODE MASTERS
3	OLLI AND LISSA	FIREBIRD
4	CURSE OF SHERWOOD	MASTERTRONIC
5	SPEED KING II	MASTERTRONIC



HOT FROM THE ARCADES
The MARIO BROS are HERE!
FEATURING MARIO
FIGHTERFLY
SIDESTEPPER
AND LUIGI
POW
SHELLCREEPER
NEW!
Mario Bros. from Nintendo for your home computer! From the arcade original featuring Fireballs, Sidestepper, Shellcreeper and Fighterfly. Flip those pests and kick 'em off the pipes, but don't lose your footing on those slippery floors. Play as a team or against each other; either way you're in for a scream with Mario and Luigi — the MARIO BROS.
SPECTRUM £7.95
AMSTRAD COMMODORE £8.95
Nintendo
ocean
Ocean Software Limited · Ocean House · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 Oceans G



I at this moment, being sound of mind, do declare that I have been using a spectrum since 1982.
Oli Newman
Old Portsmouth
Hants
PS Pleeze say Hi to honest Al, Sir uncle Clive and my mate Tom!



I have just read April's SU and spotted what I believe to be a fake article, in the Previews **section.**
Don't act as if you don't know what I'm talking about.
All that rubbish about Ramjam's electrodes and rising buddahs (ooer, sounds a bit rude). As an educated individual, it is my opinion that you'll have to do better than that. I was one of the mugs who fell for the C5 Microlite article. (I'm still in traction from trying to convert my own C5 into one). So I'm not being caught again.
Yours sick-of-the-long-competition-addressly
Steve 'hip dude' Aston
Clywd
● *Dear 'dude', you've been double out-psyched. RamJam's rising buddahs is for real. It's a development of something Atari was working on years ago. And it really **does** work!! It doen't look, right now, as though RamJam can find a buyer for the Spectrum version.*



I am sorry to say that your magazine gives me very little satisfaction these days.
● *What did we do? What did we do?*

How can people be so cruel to Jon Riglar? I think he is ace and have started up a Jon Riglar Appreciation Society in Cornwall. I'd love to meet him if you could possibly print his home address or telephone number. I think he is just SO GORGEOUS! Print more of him on every page if possible! Sarah Brown
25 Bornmoutyh
Whitchways
Penzance
Cornwall
PS tell him I love him will you?
● *Gawd! Leave it out, Jon. There won't be any room for the real letters otherwise. (He sent them all too – stamps 'n' all).*



I feel that I can refer to you as young, as I have just passed my three score years and ten. And also, in spite of all, can spell, which either your reviewers or your word processors cannot.
Hewson's Helpline **may well be beyond my comprehention but at least I can spell.**
Your mag says 'It goes up in a ploom **of smoke'. I know that in programmeese you leave out the last M and E in programme but** ploom **is unforgivable. In this month's issue you say old 'aunt has 'poped her sox'. I am left wondering if you have left out a 'p' or an 'o', it certainly makes a difference to the final context.**
It astounds me that you have a quick grasp of the complicated technical details, but cannot spell for toffee. Having said all that your reviewers know their onions. I greedily devour my SU each month, and treat their reviews as gospel. I bought Ace of Aces **and at that time wondered why you only gave it four stars. Now I know.**
Don Garment
Aylesbury
Bucks
● *Cheers Don. Maybe we can't spell for toffee but you can't spell comprehension!*

In future, lay off Jon and let him continue his excellent work for the magazine. One bad point though, alter his picture, it's getting a bit boring.
Being a girl, I'd love to see a pin up of him in the rag!
Mike Smith
Trethurgey
St Austell
Cornwall
PS I am not Jon Riglar!

I am writing to say that I met Jon Riglar last week and I thought he was a really great guy. Instead of saying Push Off Twerp as I was expecting he chatted to me for what seemed quite a while and answered questions I posed quite eagerly.
David Jones
276 Forest Road
Whitchways
Penzance
Cornwall

I can't seem to obtain Rotronics Wafadrive wafers anywhere. My local dealer has closed down, Laskeys which used to sell them no longer stock them and phoning and writing to Rotronics at High Wycombe bears no fruit. Any ideas where I may be able to obtain them?
Mr D Bolton
Middlesex
● *Rotronics went broke but you might still to be able to get some wafers from maybe some local shop that stocked the drive*

Dear SU hear my plea,
as I ask for help on bended knee.
My kids thought me to be quite clever,
But now think I'm the thickest ever.
Your piece on how to Poke your games
Has made then call me nasty names,
The program on page Ninety-Seven
Was the kids' idea of heaven,
Infinite lives was sure to mean
They'd eventually see the final screen.
Though I've tried and tried to make it work,
My family's decided I'm just a jerk
Even following your example
Using Manic Miner **as a sample,**
The address I get is not the same
As those you give to work the game
Each time the programe works it out
My answers always six bytes out
Yours defeatedly
A very confused Mrs Lloyd
Bristol
● *Seems like a tough break. Read the solution, last SU, Letters. As for your poem, it was really **nice***

Don't you think poor old Andrew Hewson's head is a bit big, even if he may have a brain
Nicholas Cunningham
New Zealand
● *Dunno. We'll ask him. Hoi! Andrew! D'ya think your head is a bit big? Sorry, he can't hear us in Oxfordshire. Andrew... Andrew... Hoi!...*

Queen not middle-of-road SHOCK

Not at all dear SU

After reading your readers poll I noticed your comments on Queen: "Middle of the road" They most certainly are not! They can't be if their combined record sales have reached over 100,000,000, they can fill Wembley two nights on the trot and their album A Kind of Magic **won the best album. It would have been different if they got worst album (which couldn't happen) but how dare you slag them off like that. It seems not only do you want to bend peoples minds with one software but you feel you must try and influence peoples' decisions on records!**
Yours appalled
A Queen Fan
Cambs
● *Dear Queen fan. We at SU reckon there's nothing quite as good as a mind bend first thing in the day.*



LETTERS



The Spectrum Plus 3 is the best news I've heard for ages. It's exactly what I've been waiting for (though I didn't realise before exactly what I was waiting for at the time)

Please, please can you find out more? Will there be the 48K option as I believe is available on the 128K+2. Are the sound chips any better than my Spectrum +, and does the sound come through the television or computer?

Hazel Davies
Pontypridd
Mid Glamorgan

● *Here're some of the answers. Yes to the 48K mode, yes to the sound (the same as the Plus 2) and yes to sound through the TV.*

Yes, you were right, they didn't fall for it. Things are obviously bad when you have to get your own suckers to contribute to the Letters page too. My chum Jon's section is far too big already and he can't even respond to constructive critism of his INFERIOR TECHNIQUE ON THE BASS, which would be much to his advantage.

How can you pour out all this blatent vanity in MY MAGAZINE. YES, THE MAGAZINE OF THE PEOPLE YOU DICTATOR. Just remember, every dictatorship will crumble from revolution (cue national anthem) and I will cast the first stone (except I might have my eras mixed up here).

However, it's not just you (you'll be able to sleep nights now, right?!). The whole magazine has started to look aesthetically crap. I only buy it now to see if my insults get printed.

A Seer
Shropshire

PS Adrian Scrumpwursle was a complete giveaway 'cos its obviously an anagram for Absolute Div.



What the heck is Gary Rook doing? If you want someone to write about RPGs, then find a person with some knowledge. He seems to have never played an RPG in his life, and all he wrote were the duff conclusions of an inexperienced idiot making stabs in the dark.

Why does he continually describe Dungeons and Dragons **as a board game, when the whole idea of the thing is to use your imagination. And he's wrong about D+D being complex. It isn't.**

Science doesn't work he says. Tell that to a budding dwarf engineer. Why must a high strength mean a fighter? He could become a cleric or thief.

Finally (as I could go on for years) that Top 10 games chart was a load of utter rubbish.

Stephen Jones
Mid Glam

● *Poor Gary! It really was only meant to be a beginner's article for those new to D&D. Honest...*

I'll try not to use too many long words, as I know your IQ's are smaller than your shoe sizes (though rumour has it that Graham Taylor has very big feet).

Well let's start at the start of the mag. I still don't like the new logo, its too **trendy. Just imagine, Jon Riglar (sounds like a comic book character) walks into W H Smiths and is baffled by all the similar logos and he buys something like** Oric User **instead of SU. Very sad.**

On the subject of Jon Riglar, I'm afraid that the lads from Ludlow are still up on you on looks, tips, maps and pokes. On the plus side you do have a better sense of humour (if you pose for photographs in those clothes you must have).

Why, oh why is SU plastered with all these Victorian pictures? Are you trying to make the mag look like a Trivial Pursuit **board?**

Way back in September 1986 you lot printed a letter of mine that defended altimate and badly proclaimed they were still on top, its taken until March to prove my point, but I think Martianoids **proves my point very well, (I hope the cheque's in the post, Ultimate).**

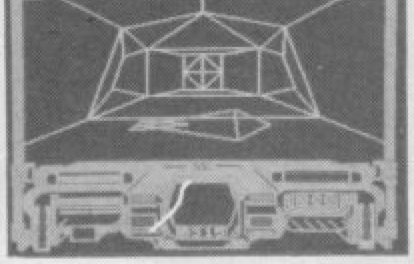
I see that you are making some changes and I for one certainly welcome the RPG article, but could you stop Gary Rook wittering on about D&D, don't you know Gary, that it went out with Noah's Ark, flared trousers, Donkey Kong, Your Sinclair **and Rubik's Cube?**

A gentle word in your shell-like ears as regards the SU survey results. How dare you call Dire Staits 'top yuppie musos'. Not all of us like the Smiths, Madonna, songs from Jean commercials and Perry Como.

I am as always available to write for your mag if the price is right.

Yours with affection
Adrian Walker
Cork
Eire

● *Thanks for your comments on the mag. Almost all of what you say is completely wrong – especially the bits about Gary and Dire Straits. And we're flattered by your generous offer but, sadly, not able to accept at this time. OK?*



I was very interested in your If I had a disc drive **feature in the April SU, in which you asked members of the industry what they would do with a Spectrum with disc drive.**

This feature had more than a touch of the 'deja vu's'.

When there was talk of the old 128 Plus being released companies at the time claimed they would be able to do fantastic things with the extra memory and sound. What did they do? Nothing!

Then the 128K+2 built-in tape deck etc. Fantastic, say the software houses. What did they get? Nothing

Now here's the 128K+3 with disc drive. What do they say? Yes, it's the same old story. They'll be able to do amazing things.

RUBBISH! What software that uses the 128 to its full potential has been released so far? Starglider, **maybe, and that's all.**

The software houses you interviewed have made no contribution whatsoever to the 128. Only Mastertronic with Future Knight. **WOW! Hewson, The Edge, Ocean, Denton Designs, Gargoyle. They're all talking through their hats.**

Ian Charlesworth
Gwent

In the March SU you have a competition in which you ask: "Just put a cross in the box next to the one prison you reckon isn't a prison: Strangeways, Pentonville, Alcatraz, Dartmoor, Dunroamin"

It's not one, but two, – the obvious Dunroamin but also Alcatraz.

Sure, Alcatraz was **a prison, but ceased its operations on March 21, 1963.**

In 1964 the Justice Department turned the island over to the General Services Administration for disposal as surplus property, a price was put on the buildings of \$2 million and the twelve acres of land \$178,000.

Alcatraz has not been a prison for 24 years.

John Stubbs
Nod Rise
Coventry

● *I s'pose you have a point, but it's a bit dull. Ain't ya seen the move wif Clint 'n' all...*

While persuing the April 1987 issue of SU I came across the subscription advert on the last page.

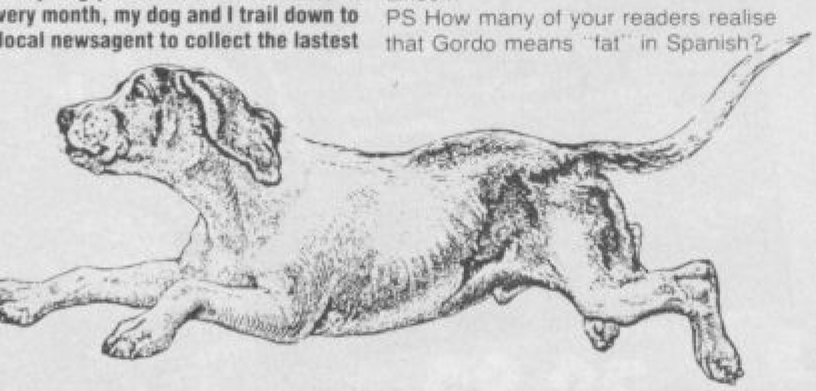
I reached for my cheque book and pen, and was about to give you lots of money, when my dog persuaded me not to do it.

Every month, my dog and I trail down to the local newsagent to collect the lastest copy of SU.

And, it would appear that this monthly trip is one of the high points of my dog's life.

M Robinson
Lincoln

PS How many of your readers realise that Gordo means "fat" in Spanish?



I am confused about Dark Sceptre. **In your March issue it says** Dark Sceptre **hasn't been released yet whereas numerous mail order companies are battling it out over the price of the game, some are offering it at £7.45 with a rrp of £9.95 and another at £11.95, rrp £14.95. Can you tell me if they are all different games.**

D Farley
Bexley
Kent

● *DS was nearly finished in August last year and still isn't out. It is all the same game and the mail-order guys do sometimes jump the gun stricly in the interests of markets forces etc etc.*

I know advertisements are always bright and imaginitive, but they always take up whole pages of valuable SU space.

Surely the magazine would make more money if two advertisements took up only one page. The advertisements can still be bright and eye-catching but just that bit smaller.

Of course I understand that advertising by software companies is vital (because of the money that it brings in) but I'm sure that these software companies could manage with slightly smaller advertising space. I certainly wouldn't disregard smaller advertisements for larger ones!

Andrew Burton
Yardley
Birmingham

I claim to be the first person to complete *Feud* by Bulldog/ Mastertronc. I finished on Friday March 27.

Lawrence Hurley
Herefordshire

Why in every photo does Jon Riglar look as though he's in a POW camp? I know working for SU must be a thankless task but it's not that bad, surely.

Adrian Walker
Eire

PS My favourite group is Dire Straits.

You've wallowed in praise, you've languished in insult, but now you're going to get the definitive opinion from me, the man you called 'completely insane' (SU Jan '87).

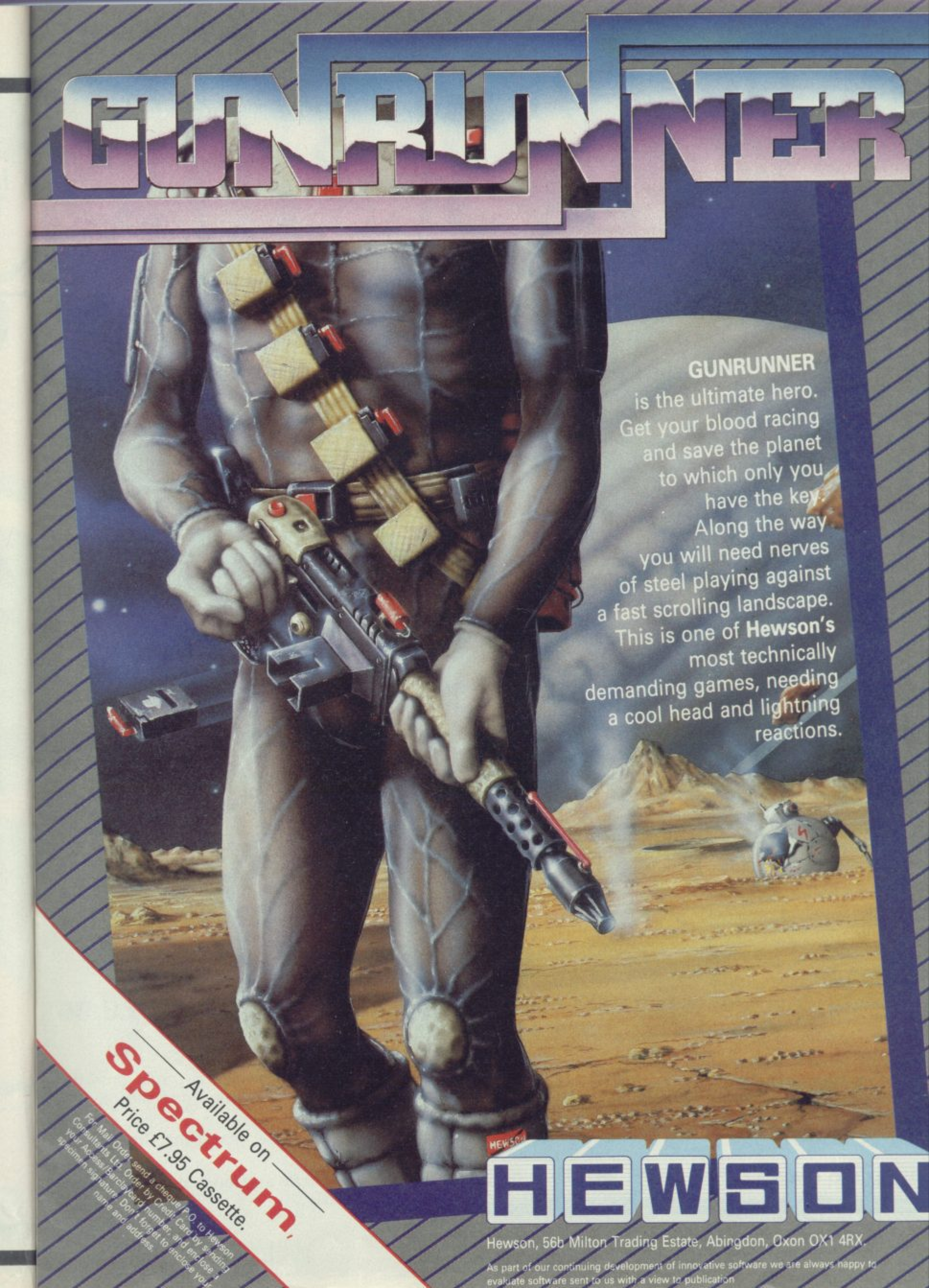
Adrian Walker
Eire

In the October issue of SU you did a review of Microdrive Management and Recovery **by Roy Longbottom on the Roybot label.**

Can you tell me the address where I can get it.

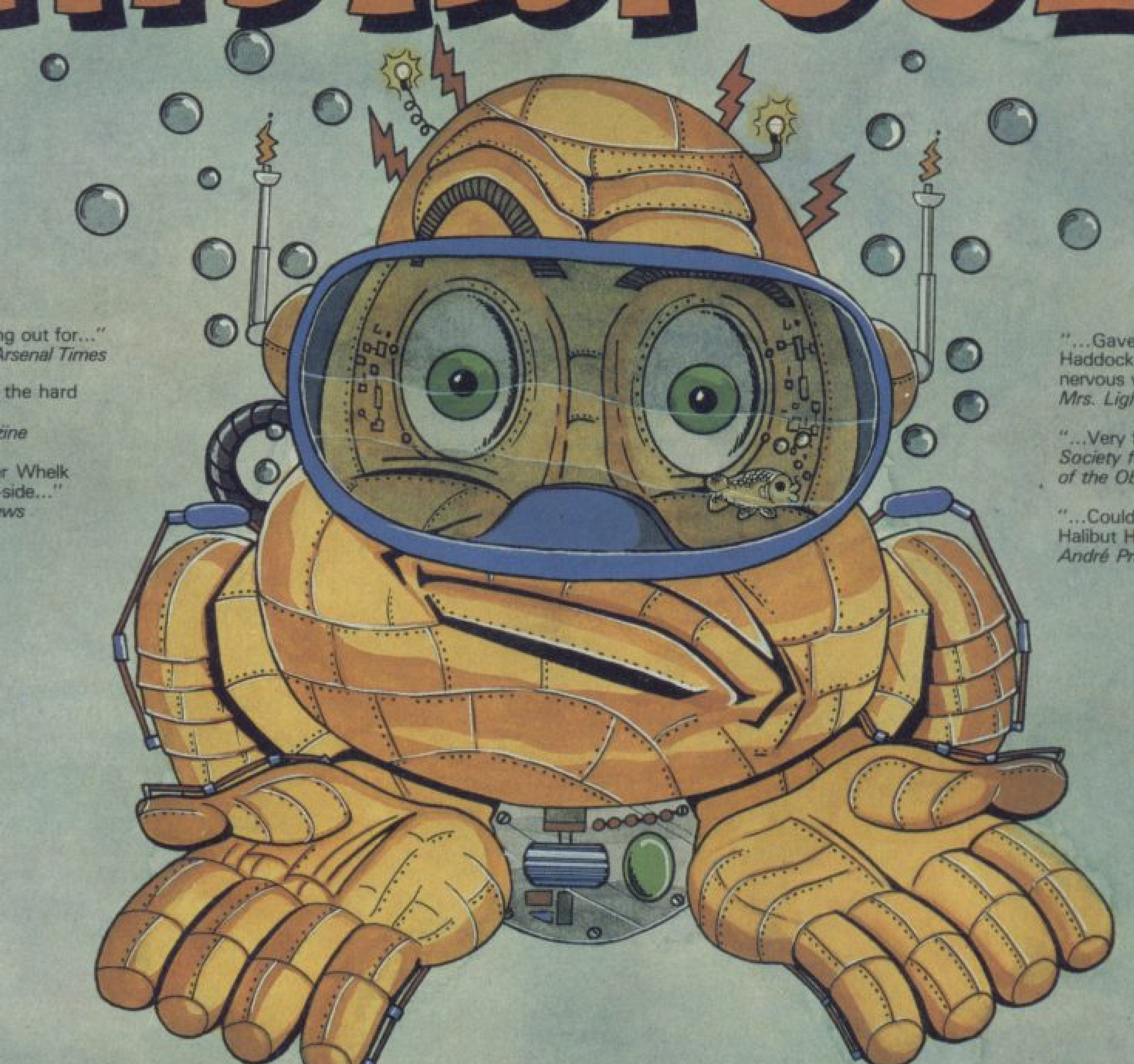
J Stubbs
Coventry

● *Roybot are at 45 Hulbridge Road, Rayleigh, Essex SS6 9NL*



GUNRUNNER
GUNRUNNER
is the ultimate hero.
Get your blood racing
and save the planet
to which only you
have the key.
Along the way
you will need nerves
of steel playing against
a fast scrolling landscape.
This is one of **Hewson's**
most technically
demanding games, needing
a cool head and lightning
reactions.
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As part of our continuing development of innovative software we are always happy to evaluate software sent to us with a view to publication

HYDROFOOL



"...Worth shelling out for..."
The Woolwich Arsenal Times

"...A game for the hard of herring..."
'Hearsay' Magazine

"...Whale Kipper Whelk home in the Eel-side..."
Cardiff Choir News

"...Gave me a bad Haddock and made me a nervous wreck..."
Mrs. Lighthouse

"...Very fishy..."
Society for the Preservation of the Obvious.

"...Could have filled the Halibut Hall..."
André Prawn

FTL
FASTER·THAN·LIGHT
Featuring...
HYDROMATION

SPECTRUM £7.95 AMSTRAD £8.95

AVAILABLE MID-MAY

Fresh from his dismal triumph on Knutz Folly, Sweevo is thrust onto the watery world of **DEATHBOWL,** a planet which, for no good reason, has been converted into a gigantic aquarium.

Will Sweevo succeed in his mysterious mission — or will the Great Bowl-Keeper pull the plug on him?

HYDROFOOL is a fast, 3-D, seek, chase, puzzle and laugh game, featuring the fabulous but irrelevant **HYDROMATION.**

FTL FASTER THAN LIGHT, CARTER FOLLIS GROUP OF COMPANIES, SEDGLEY ROAD EAST, TIPTON, WEST MIDLANDS DY4 7UJ. Tel: 021-557 2981 (4 lines)

COMPETITION

WIN A JEEP IN ARMY MOVES!

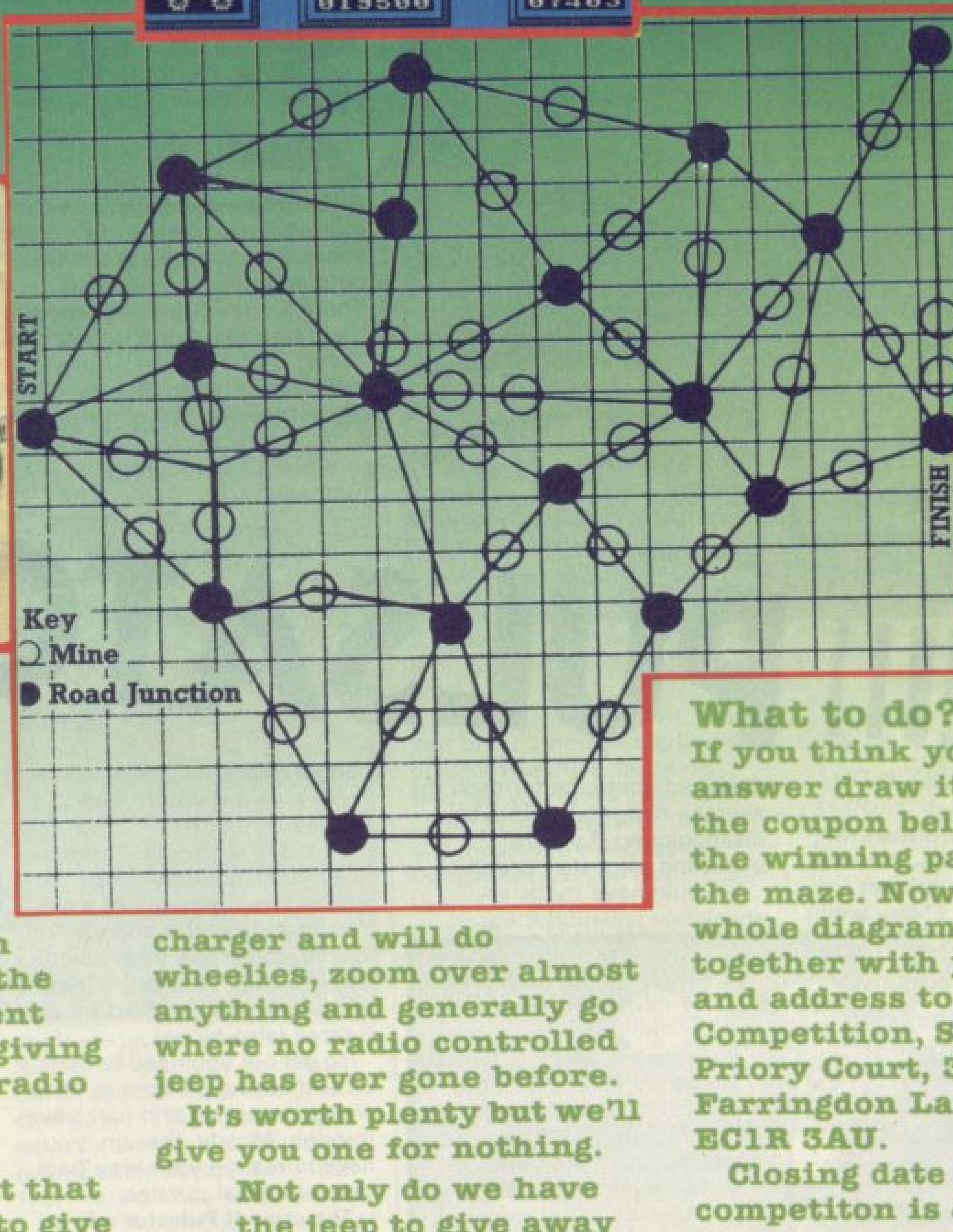
This month SU goes military!! Yes the entire SU team – ex-members of the SAS every one of them – have donned camouflage gear. They're keen to meddle in the affairs of other countries. And they bring you Wild Willy.

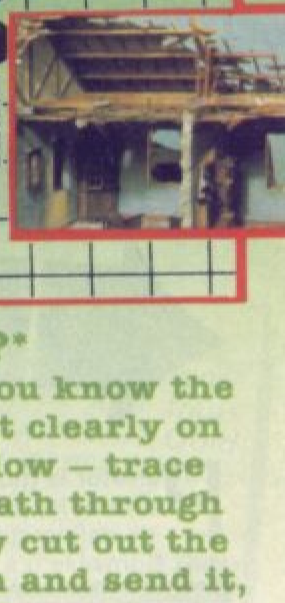


The Competition

Examine the puzzle below. The idea is to get the jeep through to the home base. But there's a problem (there always is). The jeep, though mighty, can only withstand three mine explosions. There only one route through to the home base which enables the jeep to get there passing over only three mines. Which one is it?







In conjunction with Ocean – to celebrate the release of the excellent Army Moves – SU is giving away the Wild Willy radio controlled jeep.

This jeep is so fantastically brilliant that we don't really want to give it to you.

In fact we'd really like it if you didn't enter this competition. It's very difficult.

The Wild Willy jeep comes complete with radio control, batteries and charger and will do wheelies, zoom over almost anything and generally go where no radio controlled jeep has ever gone before.

It's worth plenty but we'll give you one for nothing.

Not only do we have the jeep to give away but just to give everybody a chance of winning something we've got 100 runners up prizes. Including 30 posters, 20 Ocean sports bags, 20 Ocean T shirts and 30 copies of Army Moves.

What to do?*

If you think you know the answer draw it clearly on the coupon below – trace the winning path through the maze. Now cut out the whole diagram and send it, together with your name and address to Wild Willy Competition, Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Closing date for the competiton is June 30th■

Name...

Address...

....

....

....

*The competition is only open to members of the EMAP and members of the SU team in particular. OK that's not, strictly, true. Actually members of Ocean and EMAP cannot enter at all, dammit

KRAC

The Biz (as those of us lucky enough to be embroiled in this staggeringly exciting industry know it) can be a funny old beast at times.

One part of the toothsome fright-monster that is The Software Industry can be merrily working at one totally new concept that is exactly the same as another totally new concept being worked on by someone else. You've got to agree, it's a mad, mad zany whacky world.

This startlingly innovative revelation comes to light as **Krackout** from Gremlin appears on the shelves a couple of weeks after Ocean's **Arkanoid**. Indeed, there were a fair few disgruntled Industry Figures when certain people realised quite how similar the products were.

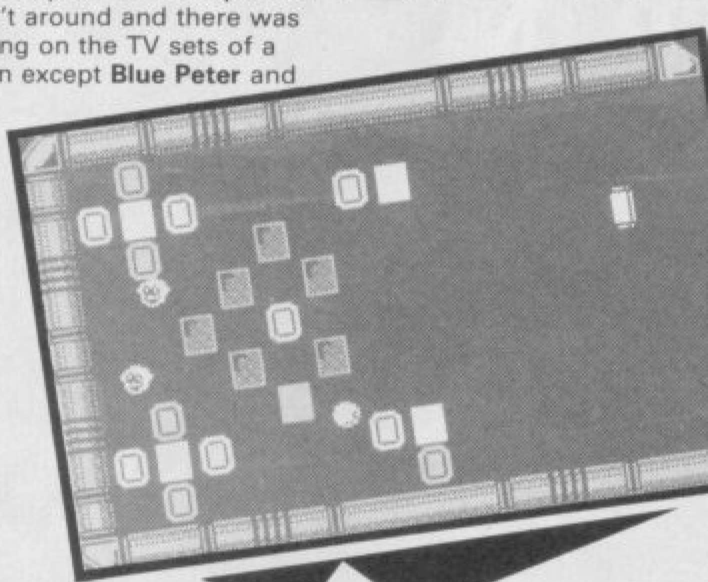
However, that is all history and I'm sure Gremlin would rather **Krackout** was reviewed in its own right as an individual piece of software...

Krackout, like **Arkanoid** (oh dear, I'm not doing very well sc far) goes back a long long way to the days when the Spectrurr wasn't around and there was nothing on the TV sets of a nation except **Blue Peter** and bad TV rock shows. Then there was **Pong**. **Pong** was a kind of TV game-console thing which enabled two players to bounce a white square around the screen between two bats.

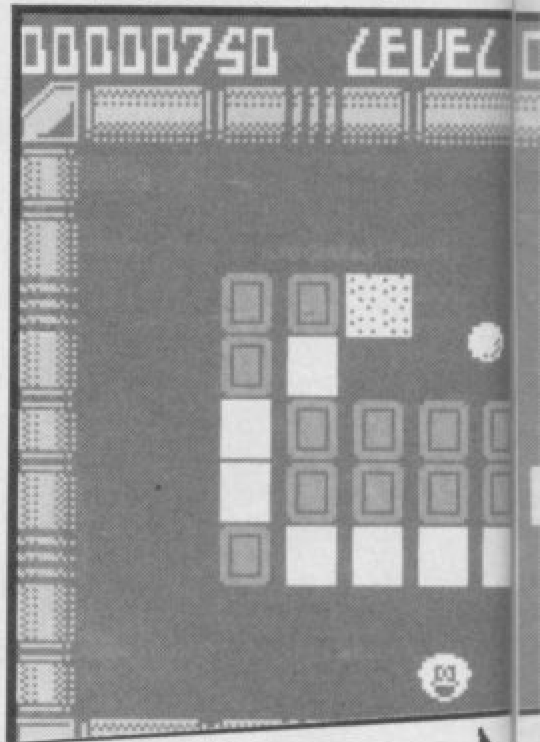
Things got a bit more sophis and a wall was introduced instead of a second player. Now it was just you and the machine. And that's essentially how the game stayed for a good many years. There were extending bats and descending walls. There were other things too but the game remained largely the same.

Krackout resurrects the old formula of bat, ball and wall and turns it into a very enjoyable though not particularly mentally taxing game. The storyline is complete rubbish and shold be ignored totally (ooh, the phone will be ringing...)

On starting, you find yourself on the right-hand side of the screen, with the wall to the left. It's **Breakout** (or **Arkanoid**) turned 90 degrees to the left. Once you get going (by hitting



CLASSIC



FACTS BOX

Nice version of a ridiculously old game. Definitely in second after Arkanoid but if you can handle the odd angle, it's better

KRACKOUT
Label: Gremlin
Author: lots
Price: £7.95
Memory: 48K/128K
Joystick: various

Reviewer: Jim Douglas

★★★★★

PULSATOR

Pulsator is more than the sum of its parts. Partwise it's definately budget stuff. Sumwise it's a very well designed game, better than the average budget, but maybe disappointing if you're expecting ultra-slick graphics.

It would have made an absolutely splendid mega-budget game. As it is – well – you'll love it if you're into puzzles.

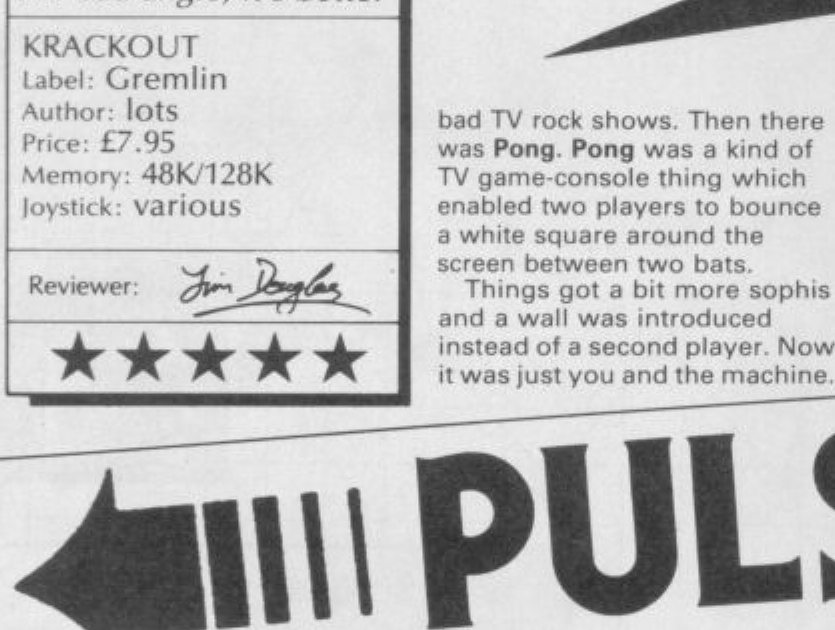
The idea is simple. There are five mazes, created out of simple arrangements of walls. You control a blob and you're looking to escape from each maze having 'rescued' either Boris, Arfur, Nigel, Fred or George (also blobs).

To get out you need to blast a bit and collect oil cans to keep energy levels up and just travel through. Mostly, though, you have to reason your way past several logical puzzles.

The crux of **Pulsator's** five levels are the numbered gates.

They block off several parts of the maze. Each gate is switched on or off by a series of toggle switches of the same number scattered around the maze. This means that to get through some sections of the maze you must have passed through a toggle. Suppose, for example, you're trying to get past Gate 5. If you choose a route with two toggles on it, passing through the first opens the gate, but passing through the second close it again. It can get very complicated.

Other features of the game include roving blob baddies which are variously easy to kill



FACTS BOX

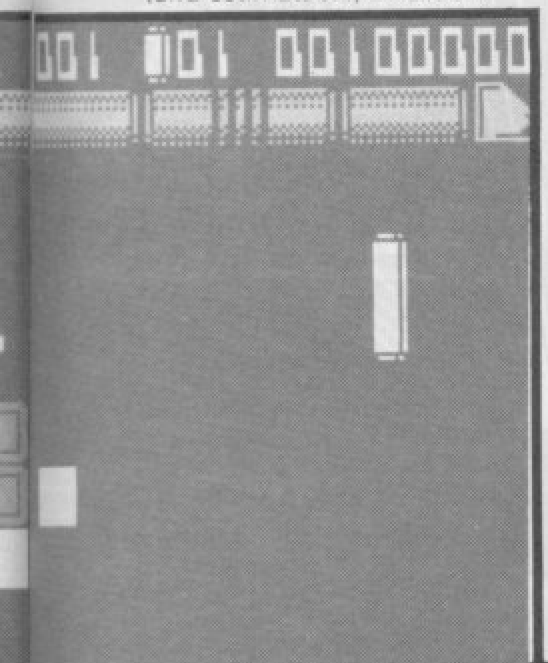
Plain to look at but ingenious to play. It's a maze game which tests planning and reasoning more than blasting skills

PULSATOR
Label: Martech
Author: Software Communications
Price: £7.95
Memory: 48K/128K
Joysticks: various

Reviewer: Graham Taylor

★★★★☆

Fire) the ball shoots off toward the colourful bricks. On hitting a brick, the ball will destroy it and then change its course. You'll have to prevent it sailing past you out of the screen by getting in the way. Depending on the angle at which you hit the ball, it will whizz off in an appropriate (and estimatable) direction.



Certain blocks will do special things when the ball hits them. Some turn into different shaped blocks with letters on them. By directing the ball so as it will hit one of these blocks, you can take advantage of the benefits each one offers. Some give you a longer bat, some make your bat sticky, others will explode, destroying surrounding blocks, some give you extra lives.

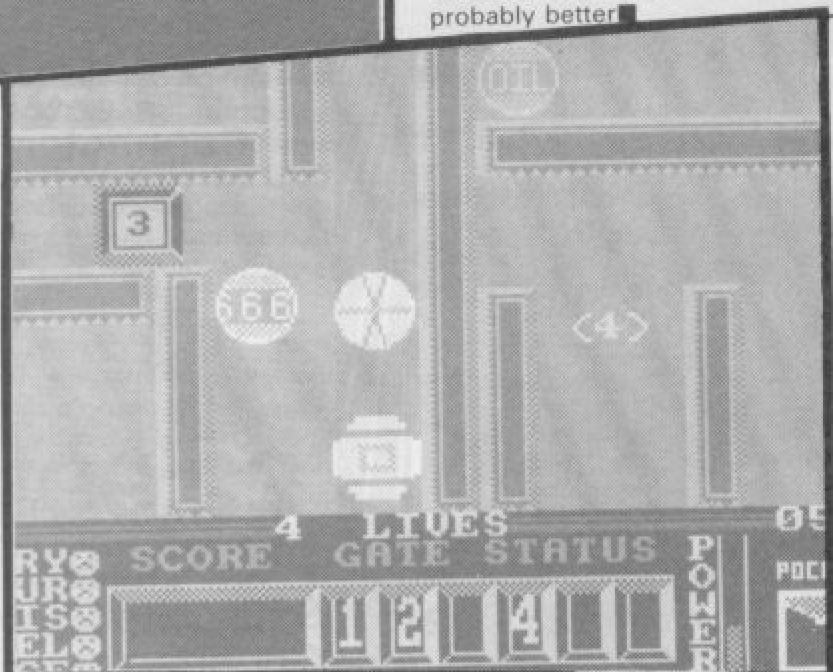
And there you go. Make your way through the screens, and admire the pleasing layout of bricks.

The graphics in **Krackout** are very nice. The aliens that drift around getting in the way and putting you off are certainly cute, and the blocks are colourful and about as attractive as blocks can be.

It's certainly more attractive to look at than **Arkanoid**, although I'm not sure if I'm a fan of the orientation of the wall and the bat.

If you bought **Arkanoid**, don't even think about this one.

If you've held off, for whatever reason, **Krackout** is probably better■



or absolutely impossible. At least one section on each level presents you with a straight option of dying but clearing an obstacle (a particularly potent blob) or going the difficult route where you may either lose no lives at all or, more likely, loose very many lives indeed – in Level 1 it's a twisting a turning electrified wall.

Other stuff – transporters, a one-way section which only allows you to pass in one direction and energy draining baddies which wear you out. If you don't make a map you'll be lost.

The game is definitely pretty compulsive but even on later levels the graphics do remain rather simple – the colours change a bit though and, for what its worth, the mazes get even harder. Incidentally, the 128K version has extra sound.

I think the average **Rambo** or **Short Circuit** or **Head Over Heels** fan isn't going to think much of this one.

If you're into puzzles you may feel differently – it's a real challenge.

Personally, I think its a bit expensive and would have wished it had been £2.99 or so where it might have got a Classic■

ARCADE REVIEW

GAUNTLET THE DEEPER DUNGEONS

Gauntlet was by far the best selling game of 1986, so it's only natural – and profitable – that US Gold should try a sequel.

There are 512 deeper dungeons. Some of them have been created by players – p'raps you – who entered the US Gold design competition on the original game's cassette inlay and most of them you'll never get to play because even



the easiest is wicked. I managed level four, and just try beating that.

Once you've spent the best part of ten minutes loading the original **Gauntlet,** deciding whether you're gong to be Merlin, Thor, Thyra or Questor and feeding in the **Deeper Dungeons** tape you'll come face to face with the familiar monsters, treasures and monster generators. Only the layouts have changed and they're not awe inspiring.

I was impressed with the original game. But when you've seen one US Gold dungeon you've seen them all. I expected extra-devilish twists and turns within the thin-walled mazes, the odd new monster – as in 'Wow that looks different' or 'Uggh, it's ugly' – and treasure with a measure of glitter 'cos I never was one for those drab old chests. Instead all I found were the same old ghosts and goblins, but more and more and more and more of them. At times I was amazed that they managed to cram so many into such pokey holes. There was the odd glimmer of excitement as I'm still a big *D & D* hack-and-slash fan but eventually disappointment reigned.

Deeper Dungeons extends **Gauntlet's** life, but only by cramming more of them same into the game. US Gold did right by sticking on a low price tag, you might even call this a budget release■

FACTS BOX

More of the same monsters, puzzles and traps from THE game US Gold could have used more imagination

GAUNTLET – THE DEEPER DUNGEONS
Label: US Gold
Price: £4.95
Memory: 48K/128K
Joystick: various

Reviewer: John Gilbert

★★★★☆



SpecDrum
Digital Drum system for the Spectrum 48K/128K/+2
'Peripheral of the Year' (Readers poll – PCW & Sinclair User)
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Compatible with Interface I & II and Spectrum 16K, 48K, 128K, +2.
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• No extra software required
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+2 Selector Connector
Sinclair Joystick Adaptor for connecting ZX Spectrum +2 computers to most joysticks
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Cheetah's 6" long extension cable enables Spectrum peripherals to be distanced from your computer.
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Cheetah's neat splitter unit complete with self-adhesive pad allows you to keep your T.V. and computer aerial leads plugged in without disturbing the picture.
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CHEETAH MARKETING LTD
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Fairwater, Cardiff CF5 3AS.
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Telex: 497455 Fax: (0222) 555527

20 POKES FREE!!

STREWTH!!!!! What are all these completely fantastic, like, card things on the front of the magazine?? They're crazy and mad and they've got lots of little numbers and letters on them and most of them say 'infinite lives' or 'invincibility'. What could these mystical wafer thin objects d'art actually be used for?

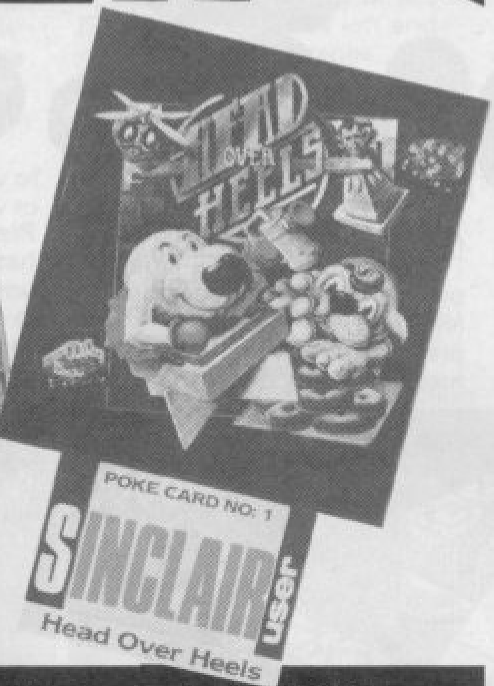
Are they, perhaps, coasters upon which young trendies can rest their tres elegant cocktails? No.

Are they, perchance, fashion accessories worn about the ears by those wishing to look slick 'n' sharp while parading the local 'mall'? No.

Are they, possibly, miniature rectangular frisbee objects with which you can seriously wound horrible young trendies who insist on drinking cocktails and standing around wearing absurd things on their ears? No again.

What they are – as the shrewd among you will have no doubt already guessed – are POKE CARDS. Yus. These wonders of modern cardboard engineering technology will enable you to live longer, score higher and get further in all of your fave games. Look at the list on the right:





Card 1	Head Over Heels	Invincibility
Card 2	Enduro Racer	Infinite time
Card 3	Sigma 7	Infinite lives
Card 4	Butch Hard Guy	Infinite lives
Card 5	Speed King II	Pass through riders
Card 6	Shockway Rider	Infinite lives
Card 7	Nether Earth	Infinite supplies
Card 8	Knuckle Dusters	Infinite lives
Card 9	Gauntlet	Infinite energy
Card 10	Jail Break	Invincibility
Card 11	Into The Eagle's Nest	Infinite keys/amunition
Card 12	Short Circuit Part 2	Invincibility
Card 13	Star Raiders II	Infinite ammunition
Card 14	Bazooka Bill	Infinite lives
Card 15	Uridum	Allows you to tailor the game to your requirements
Card 16	Lightforce	Invincibility
Card 17	Amaurote	Infinite money/bombs/energy
Card 18	Paperboy	Invincibility
Card 19		Infinite lives
Card 20	Martianoids	Invincibility
	Krackout	



Well, that's just how the Poke cards work. No two magazines will have the same selection of cards attached to them (actually the mathematical among you will detect a small fib here – any ten permed from twenty is 20 factorial minus 10 factorial or some such thing – whatever, it's a very, very big number.)

Where's all this leading? I forget. Right – so there's a pretty good chance one of your mates who buys SU has the card you want, and you probably have ones they want.

Now this could be the basis for a SWAP! What with barter being the basis for trade in all primitive societies and all.

And bartering Poke Cards. . . you can't get much more earthy than that, can ya?

WHAT TO DO IF PRIMITIVE SOCIETY FAILS YOU

Gasp! What happens if, just suppose, the unthinkable happens. What happens if you can't find a mate with the one you want.

What to do option 1 Buy a few more copies of SU. They're only a pound a go and, if you buy enough copies you're certain to find the cards you want. . .

What to do option 2 If for some reason Option 1 doesn't appeal just cut out the coupons from this (below) SU and next month's mag, fill in the details on the form in next month's SU of which cards you want and send the lot, together with a stamped addressed envelope to us. BUT remember, DON'T send anything yet. You must send the coupons from both this and next month's issues■



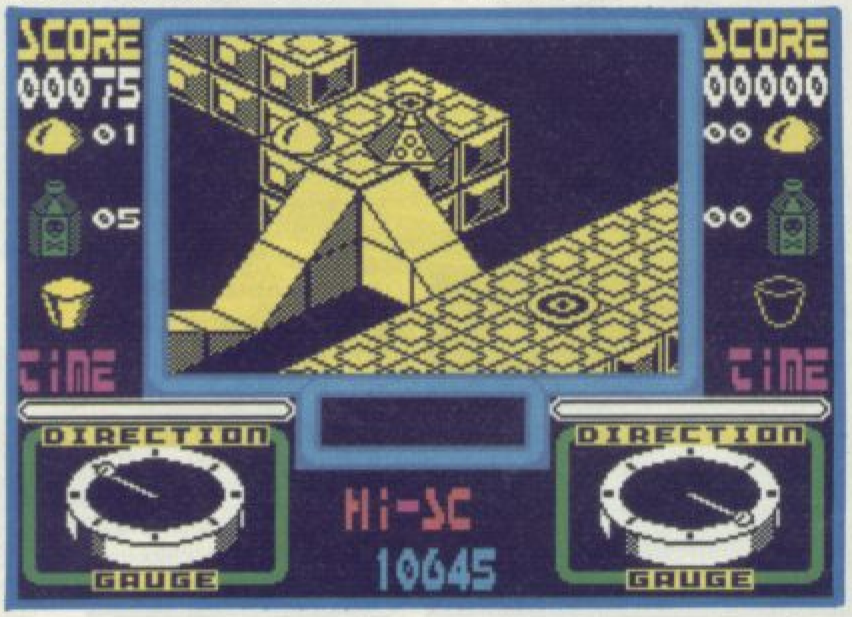
BUBBLER

Ultimate's return: Phase 2. I hated **Bubbler** when I first loaded it. It had a naff title screen which is often a sure sign of grottyness and it looks like a cross between **Amurote** and **Marble Madness**.

It's also played on a small playing area which occupies less than half the screen – this presumably saves on screen memory but is damn irritating. Pretty soon games are going to have all the action going on in a tiny postage stamp-sized hole in the bottom left-hand corner of the screen.

But when I started playing I changed my mind a bit.

Bubbler isn't particularly easy to describe. Imagine a vaguely **Marble Madness**-esque landscape where variously sized flat areas are interlinked





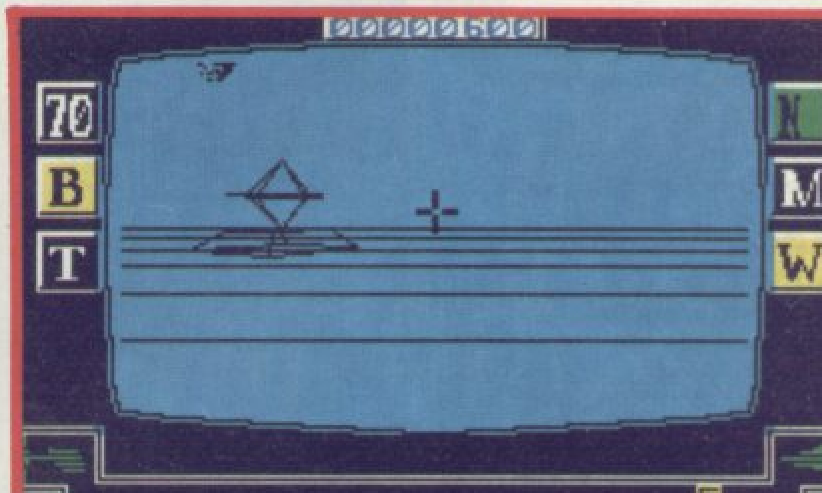
RED SCORPI

Red Scorpion could have been called **TauGlider**.

If you imagine a plot like **Tau Ceti** with **Tau Ceti**ish shapes but presented using **Starglider** vector graphics you've got 80 per cent of what **Red Scorpion** is all about.

This isn't a big criticism it may even be a recommendation – if you really liked those two games there is a fair chance you'll like this.

The plot blurb runs to a good few paragraphs but can be reduced to this: you control an infantry attack craft that zooms over the surface of assorted Bombyx moons. The moons contain Talanite (valuable stuff, probably related to Teflon) which is currently being ripped off by the completely-evil-in-every-way Necron empire. Your mission is to blast the Necrons off the moons without alientating the native



population by blowing up centres of population, farms and other non-military targets. Getting this bit wrong means instant court marshal and the end of the game.

Apart from that the game is just finding the objects to destroy and using one weapon system or another and blowing Necrons into little pieces. They, of course, may

ARCADE REVIEW

by thin slopes and dips along which you – a bubble (surprisingly like a ball really) can carefully roll or indeed, fall off. Here and there are holes, linked by drainpipe chute arrangements to other sections of the landscape. There are a large number of things zipping at you and some particularly unpleasant bouncing crabs which land on top of you at crucial moments. And more – the air is filled with other bubbles which variously drop bombs, drop corks, offer bonus points or bonus time or extra lives and increase your ability to bounce higher.

The plot involves getting corks and using them to put stoppers in five poison bottles from which all the unpleasant objects are being released. In the unlikely event that you manage to put a stopper in all five bottles in a particular level you are allowed to exit to the next level for more of the same.

This game is difficult!

It's possibly the most difficult Ultimate game to play initially since **Lunar Jetman**. You'll die and die again and, as ever, there are no instructions of any ise whatsoever to help you.

A large part of the difficulty of the game is figuring out how to steer your stupid bubble – it uses directional movement controls like **Knight Lore** eg *Left* and *Right* on the joystick turns you clockwise or anticlockwise, *Up* moves you forward and *Down* makes you bounce. This means, for example, that to bounce forward you have to pull the joystick backwards and then push it forwards. If your joystick is a smidgen dodgy you may find that during this process you also manage to head off in the wrong direction because of spurious left and right joystick messages.

Another bizarre aspect of this directional stuff is that, since the bubble doesn't have a discernable 'front', Ultimate has had to include a direction wheel icon which tells you what way you are facing. All in all I can't help thinking Ultimate could have saved everybody a lot of misery by using some other kind of movement system.



These complaints aside there is someting very addictive about this game. Just as you're about to give up entirely you succeed in getting a cork on a bottle and well, you just have to have one more go. . .

You start to develop different techniques. Bouncing up and down on the spot where it's safe to get a cork. Staying away from sheer drops. Being accurate about direction controls. And learning how to leap on to the top of a bottle without falling down into the sheer drop on the other side.

I still haven't been able to get very far with it though. . . By that you can assume there's lots of playing time in this before you get anywhere near finishing it.

This isn't one of Ultimate's most original efforts. It doesn't even look that good (no better than a dozen other rolling ball games). But it is addictive and you *will* want to play it.

Pretty soon I'm sure people will be pleading for *Pokes* and tips from Jon Riglar.

And that's got to be a good sign■

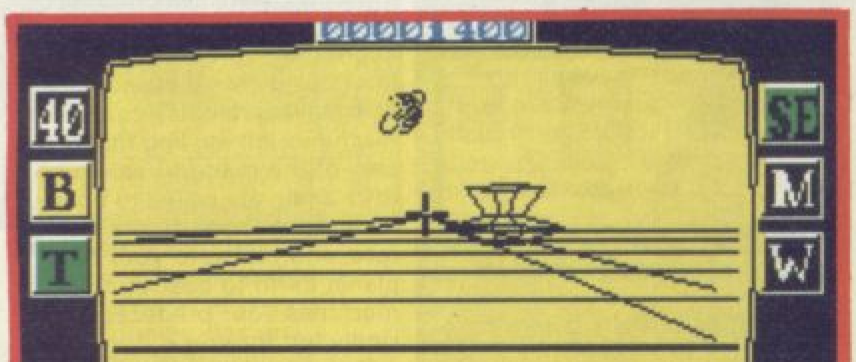
FACTS BOX

Another from Ultimate. Not special visually and based partly on Marble Madness. Nevertheless it's fiendishly difficult

BUBBLER
Label: US Gold
Author: Ultimate
Price: £7.95
Memory: 48K/128K
Joysticks: various

Reviewer: Graham Taylor

★★★★★



feel like firing back.

The tricky stuff: the main problem is that some extremely dangerous objects are invisible under normal lighting conditions - you therefore have to toggle your cockpit display systems between four modes, natural light, infra-red, ultra-violet and microwave the last three of which allow you to see through camouflage, fast moving objects, underground objects or Talanite.

The only clue you get about what mode you need to be in is a series of letters which light up at the side of the cockpit screen indicating, for example, that there is something buried nearby. Other letters helpfully indicate that some sort of missile is about to hit...

The **Red Scorpion** is equipped with shields as its basic defence mechanism – these slowly lose power as you are hit and if they drop to zero the next one will be your last. *In extremis* you can call for battlecruiser fire support from the Zhukov – a gigantic space battlecruiser which is in orbit. This blows up everything in the vicinity but drains shield power. Your defence system also allows you to destroy incoming missiles by matching your ship's wave pattern with that of the missiles – it works very much like the wave-form feature in **Zoids** – you move between various wave patterns trying to spot the ones that match as quickly as possible, ie before you explode in a ball of flame. The last option is to run away very quickly.

The graphics – well – if you've seen **Starglider** you'll know the sort of thing to expect – geometric shapes of various sorts, some simple, some moderately complicated.

They aren't animated, as such, but the movement routines have them moving around the screen moderately smoothly. The planet's surface is a large grid matrix – largely featureless.

The various command options – missiles selects etc – are operated via another one of those pointless icon systems where the icon looks like nothing in particular thereby negating its whole purpose. Anyway it's tolerable.

The game plays fairly well, but in the end it's just a glorified zap 'em-up and lacks both **Tau Ceti's** wide range of missions and **Starglider's** technical sophistication■

FACTS BOX

A cross between TauCeti and Starglider but not quite as good as either. Nevertheless the vector graphics are pretty good

RED SCORPION
Label: Quicksilva
Author: in-house
Price: £7.96
Joysticks: various
Memory: 48K/128K

Reviewer: Graham Taylor

★★★★☆

ION

SPACE DETECTIVE

Celerysoft is a new company and a bit weird. Included with the game there's a recipe for Celery Gratin. Pretty odd really, when you think about it. Don't let it put you off. . .

Space Detective is written using the **Quill, Patch** and **Illustrator,** like many a budget title these days.

The plot is simple enough. Your bosses – the Galactic Federation or whoever – have lost contact with one of their scout ships, sent to investigate the planet Krepten. What has happened to the crew? why haven't they reported? How come it's always you that gets volunteered for these assignments?

You begin the game standing by the scout ship's airlock. Northwards, you will find various rooms, some with obvious functions, others not so easy to understand.

A swift wander round the ship indicates that there has been some major problem. First off, you can't find the crew anywhere, although there are a couple of titanium doors that you can't open. If they're behind them, then it's likely they're dead.

The ship's main reactor seems to have been cut off, and you'll obviously need to find something to refuel it with before you can get power to the ship's controls. The transporter apparatus has been wrecked, so it might be good to mend it.

The question is where are the crew? Are they dead or alive? If alive then either they are hiding, or they have teleported down to the planet's surface.

The graphics work well, and use has been made of the **Illustrator's** ability to get things to flash on screen. The plot may be hackneyed, but it works well enough and there should be enough meat here to keep any adventurer happy for quite a while■

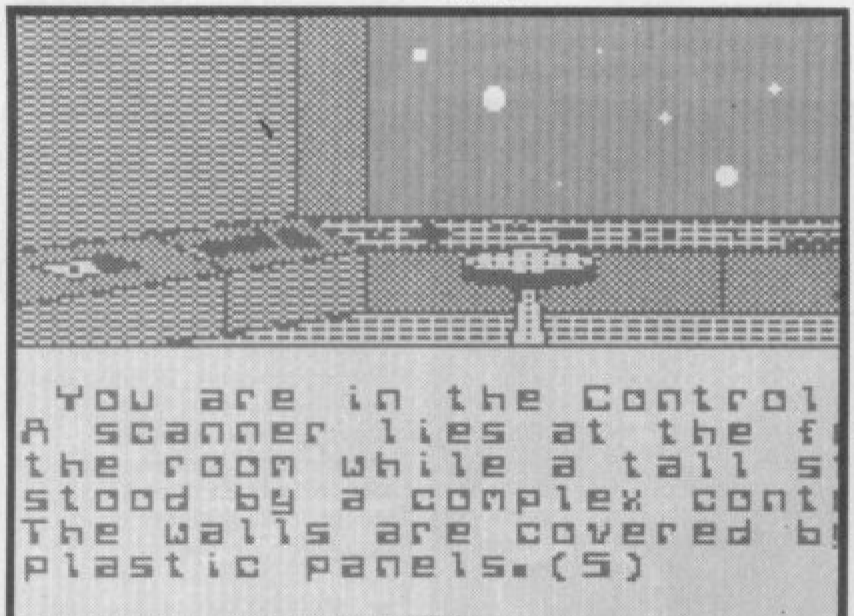
FACTS BOX

Well worth the dosh. This adventure grabs you surprisingly quickly and it's all pretty atmospheric stuff

SPACE DETECTIVE
Label: Celerysoft
Price: £2.00
Memory: 48K/128K

Reviewer: Gary Rook

★★★★☆



PRINCE OF TYNDAL

Another title from Tom Frost's Tartan Software label, and, like the double header tape reviewed elsewhere, it's written using the **Quill, Patch** and **Illustrator.** A moment's silence, pray, as a mark of respect for Gilsoft, whose adventure writing system has freed many an author from the drudgery of having to program everything as well as write the plot.

You are the Prince of Tyndal. The evil sorcerer Eldin has nicked the Rod of Wisdom, the sacred sceptre which has been handed down in your family for generations. You have to get it back – but how can you defeat Eldin in his lair in the underworld? And before you even get a chance to try your arm at scorcerer bashing, how are you going to get out of your own castle. You've diguised yourself, which means Eldin won't know you're coming after him (you hope), but it also means that your own guards are going to be pretty obstructive – they won't be able to recognise you either. After all, they can't let peasants run around the royal castle, can they?



FACTS BOX

Nothing too exciting but it's a very well plotted budget Quilled adventure worth a hundred and ninety-five pence.

PRINCE OF TYNDAL
Label: Tartan Soft, 61 Barlie Norrie Crescent, Montrose, Angus DD10 9DT
Author: Tom Frost
Memory: 48K
Price: £1.95

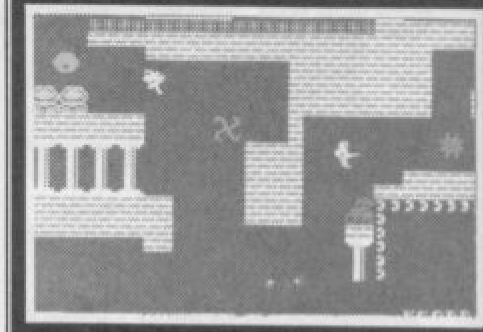
Reviewer: Gary Rook

★★★★☆



Perhaps the book given to you by your friend the evil sorcerer's apprentice (he's looking for a better job, with more prospects and evenings and full moons off) will help. But how – and where – to use it? what lies at the top of the tree? Can the greasy sheepskin help at all? These questions – and more – have to be solved if you hope to achieve your objective and regain your family heirloom.

There's not a lot more that can be said about this program. It's a very competent, workmanlike plot. The graphics are well-drawn and fairly varied. The parser seems to be able to handle just about everything you might want to hurl at it. And, for £1.95, what more do you want – tap – dancing elephants?■



TOMB OF SYRINX

This game has been written by a chap called Ayyaz Mehmood, who penned **Hercules,** a game that I thought was quite fun to play.

Tomb of Syrinx is along similar lines, and chronicles your efforts to find five keys from within its mysterious walls, whilst avoiding a mottley collection of monsters that seem to just appear precisely when you don't want them to.

It's a tried and tested maze-scrolling game, with some very clean graphics that are not only colourful, but distinctly atmospheric. He's also buit in some pretty tasty sound FX for the laser gun, almost the same sound and power as the cannon

TRANS

Far, far in the future, the sun grew old and faint so man had no choice but to burrow into the earth's core in search of heat.

As they went deeper and deeper, they left machines to guard the levels etc, etc and etc. Miss out the next bit about a ship leaving to colonize etc only machines left etc and finally the crux of the matter. Yes, you once again are called to do your duty in the name of the human race, and return to your old planet Earth to destroy the machines your predecessors kindly left for you.

In this horizontal scrolling shoot 'em up you have what is

FACTS BOX

Despite some boring moments this is generally a pretty reasonable shoot-em-up

TRANSMUTER
Label: Code Masters
Price: £1.99
Memory: 48K/128K
Joystick: various

Reviewer: John Gilbert

★★★★☆

FACTS BOX

A pretty simple scrolling maze game, that just rolls gently on without creating a fuss. Take it or leave it

TOMB OF SYRINX
Label: Power House
Price: £1.99
Memory: 48K/128K
Joystick: various

Reviewer: Andy Moss

★★★☆☆

Defender.

All games have flaws, and I suppose if one was to criticise **Tomb of Syrinx**, it would be the lack of real excitement in the gameplay. There isn't really a lot to do except zap a few nasties and wander around the place looking for those wonderful keys.

What the monsters do though, is to spin and weave around in a very smooth fashion, and there seems to be a wide choice of the little beasties to home in on■

SMUTER



termed a one-off 'total aggression' machine that, as well as having the standard photon cannon, has an interesting device known as a transmuter. This sucks up raw energy and converts it into extra speed or faster bullets. The more ships/tanks you blast, the more chance you have of making your ship more powerful.

This technique, if I am not mistaken, is a 'borrowed' idea that has first surfaced in Thalamus' **Delta**, albeit in a slightly different form.

I must say I enjoyed **Transmuter,** although it does have one or two really tedious moments like the long wait from end to start-up again. Also no matter how far you have ventured in, if you get blown up you start again from the very beginning. Not nice. That apart it's a good zapper that doesn't take much brainpower■

CHRONOS

BUDGET £1·99 £2·99 REVIEW

Oh! Heaven! Finally someone in the software industry parodies the stupidity of the infernal storylines choc-full of long names and mystical, evil overlords.

The company in question is Mastertronic, and the game is **Chronos,** a very straightforward space shoot-out – largely redeemed by the fact that it isn't veiled in a naff storyline.

The program itself is a **Scramble/Defender** sort of affair which means (if you were fortunate enough not to be around in the dim and distant days of the clanky old arcades, and thus avoided these old-times) you fly a heavily armed space-ship over, behind and through enemy lines on a mission of death and destruction. You can't bomb anything in **Chronos** – it's all laserfire straffing runs at low level, crashing into the ground a lot and things like that.

Everything is two-colour, and your highly unimaginative ship moves around with acceptable speed, only flickering when it gets too close to the ground.

You can fire an apparently inexhaustible number of shots so the best tactic is to slowly move up and down the screen in a sort of wavey style, firing for all you're worth, making a sort of sine wave of bullets on



the screen which the aliens find virtually impossible to penetrate.

On later levels, the aliens are more difficult. They fly in increasingly mad patterns, diving and looping and dodging nearly all of the laser bolts on the screen. It actually gets a little worrying after a while.

The landscapes over which you fly are a mixture of steel constructions and land mases, and there are a few – very predictable – dead ends which you are encouraged to follow.

When you waste an alien, it will explode in a manner very similar to the way the bombs go off in **Amaurote** (SU 62) which isn't very impressive at all, but is – cliches! – better than a poke in the eye with a sharp stick.

Bonus points can be scored by collecting letters in each of the levels. The letters (B,O,N,U and S) can be seen drifting in little square things and you must fly at them. The later the letter the higher the score.

Chronos is one of those games that proves hugely entertaining for a few minutes before you remember that it's near-as-damn-it exactly the same as 50 percent of your software collection■

FACTS BOX

Enjoyable though hugely unoriginal space blast. Like rock from Rhyl – pretty average all the way through

CHRONOS
Label: Mastertronic
Price: £1.99
Memory: 48K/128K
Joystick: various

Reviewer: Jim Douglas

★★★☆☆

STRIKE

Strike is the latest on the Mad label from Mastertonic. It's also the latest from Binary Design – an independent development house gaining quite a lot of cred for games like **Zub** and **Amaurote. Strike** is less impressive though clever enough in its way.

It's a graphically very clever simulation of ten pin bowling. This is, I think, where things went wrong. It wasn't a very good idea in the first place.

True, Mastertronic did well with **180** which was a slick darts game but darts has always worked well on computer from Atari days and besides **180** was funny. I found my interest flagging in **Strike** after around the thirteenth ball.

Ten-pin bowling is really not a very complicated game. You take a run up, drop down and release the bowl as accurately and smoothly as possible. The skittles are arranged so that it is possible to knock the lot down with one bowl – possible but not easy. The real version requires considerable skill but in this computer version there just aren't that many tactics to

FACTS BOX

Definitely quality programming, but it is as boring as you'd expect a game based on ten-pin bowling could be

STRIKE
Label: Mastertronic
Author: Binary Design
Price: £2.99
Memory: 48K/128K
Joystick: various

Reviewer: Graham Taylor

★★★☆☆

learn – don't run too far or else you'll get a foot fault, release the ball at the right point in the arm swing and see what you hit.

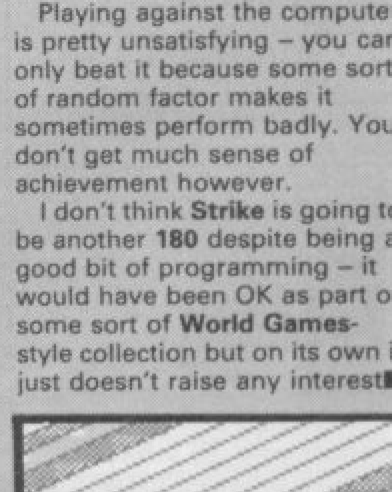
The screen shows two views of the action, your man with ball and the first part of the bowling alley and an insert showing the actual skittles at the end of the track. It's nicely presented, you even get the funny tray thing that comes down and removes the knocked down skittles and



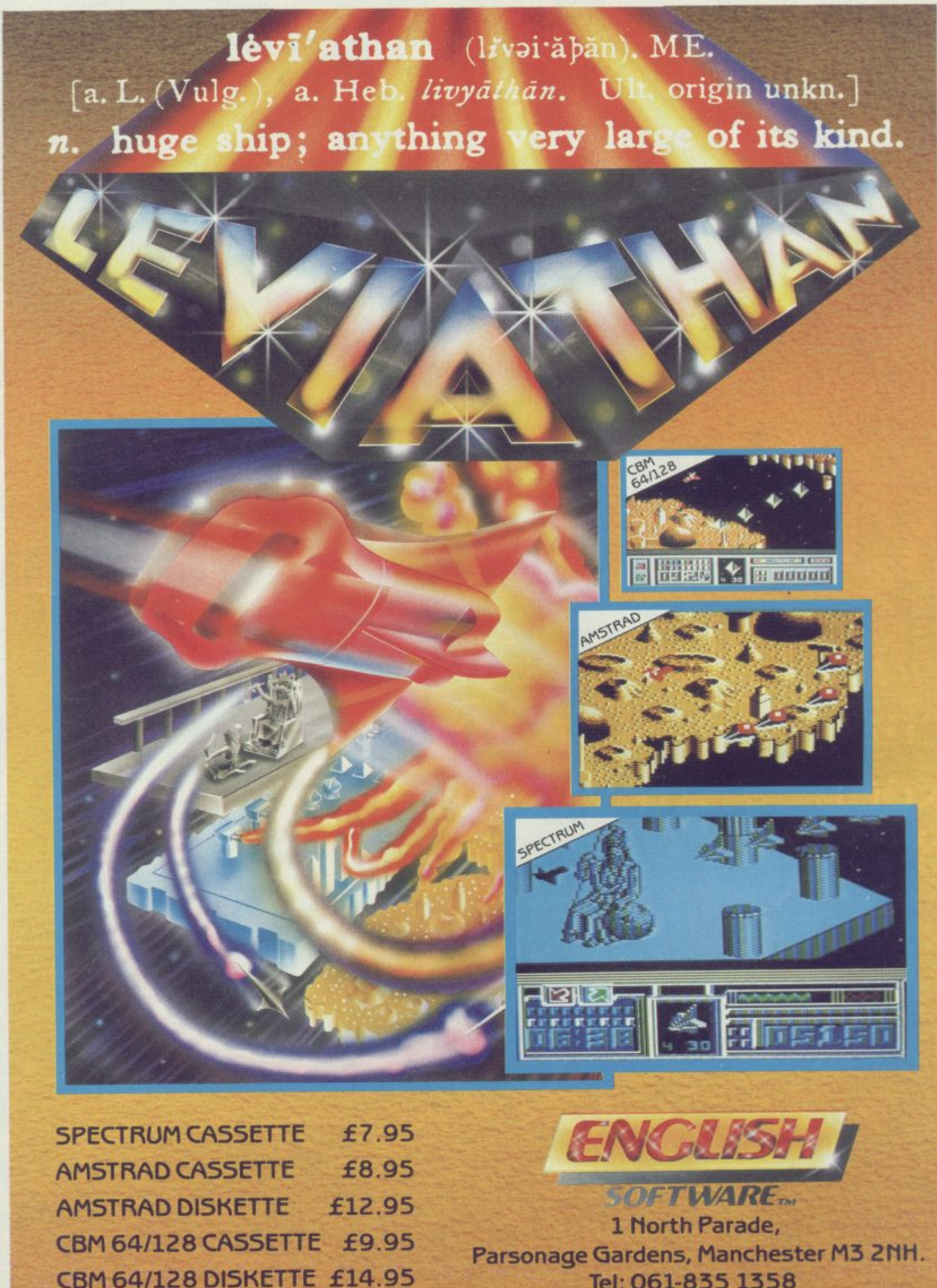
sets up the skittles again that you didn't manage to get for a second try. Clearly no effort has been spared.

Playing against the computer is pretty unsatisfying – you can only beat it because some sort of random factor makes it sometimes perform badly. You don't get much sense of achievement however.

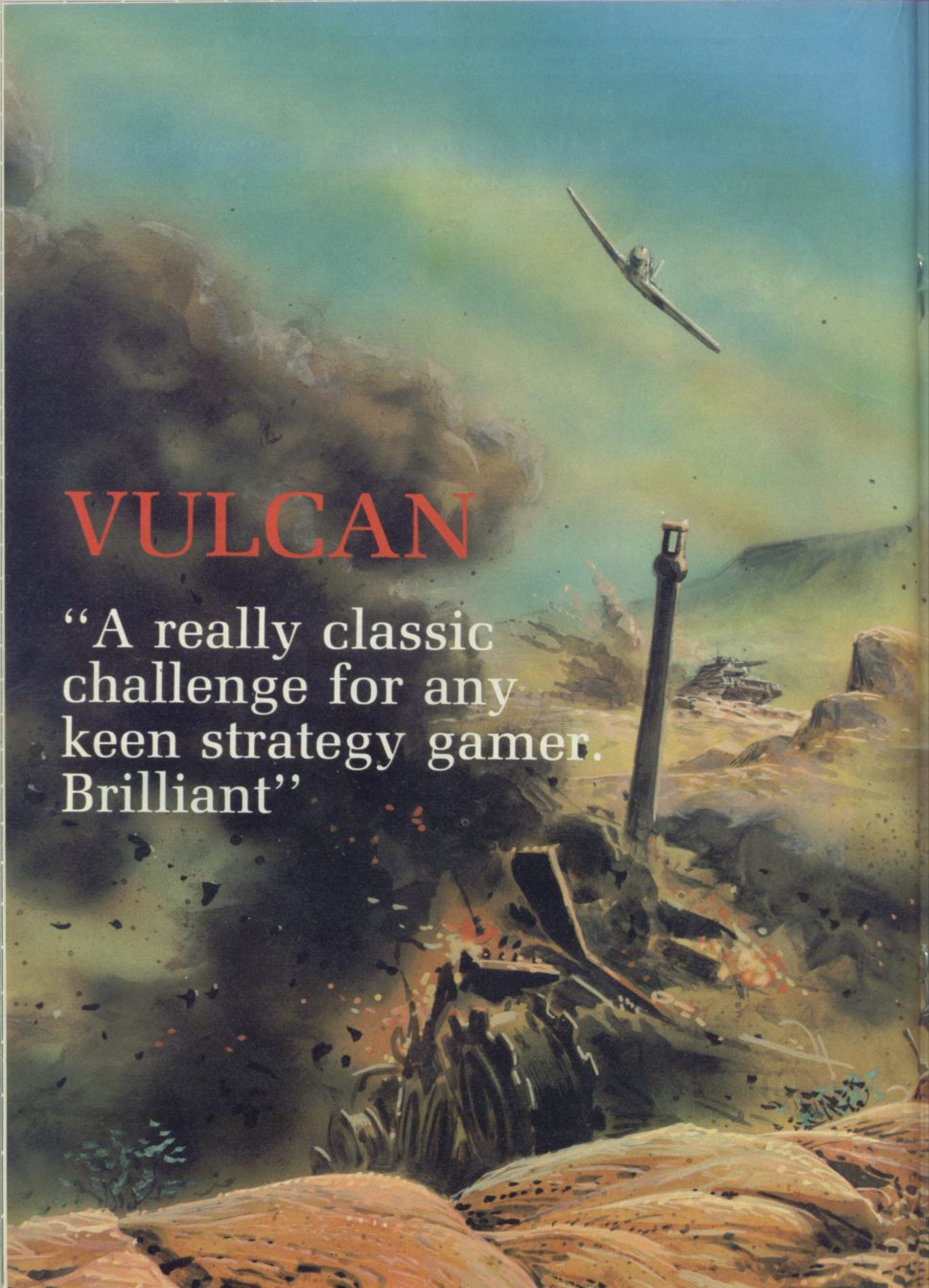
I don't think **Strike** is going to be another **180** despite being a good bit of programming – it would have been OK as part of some sort of **World Games**-style collection but on its own it just doesn't raise any interest■

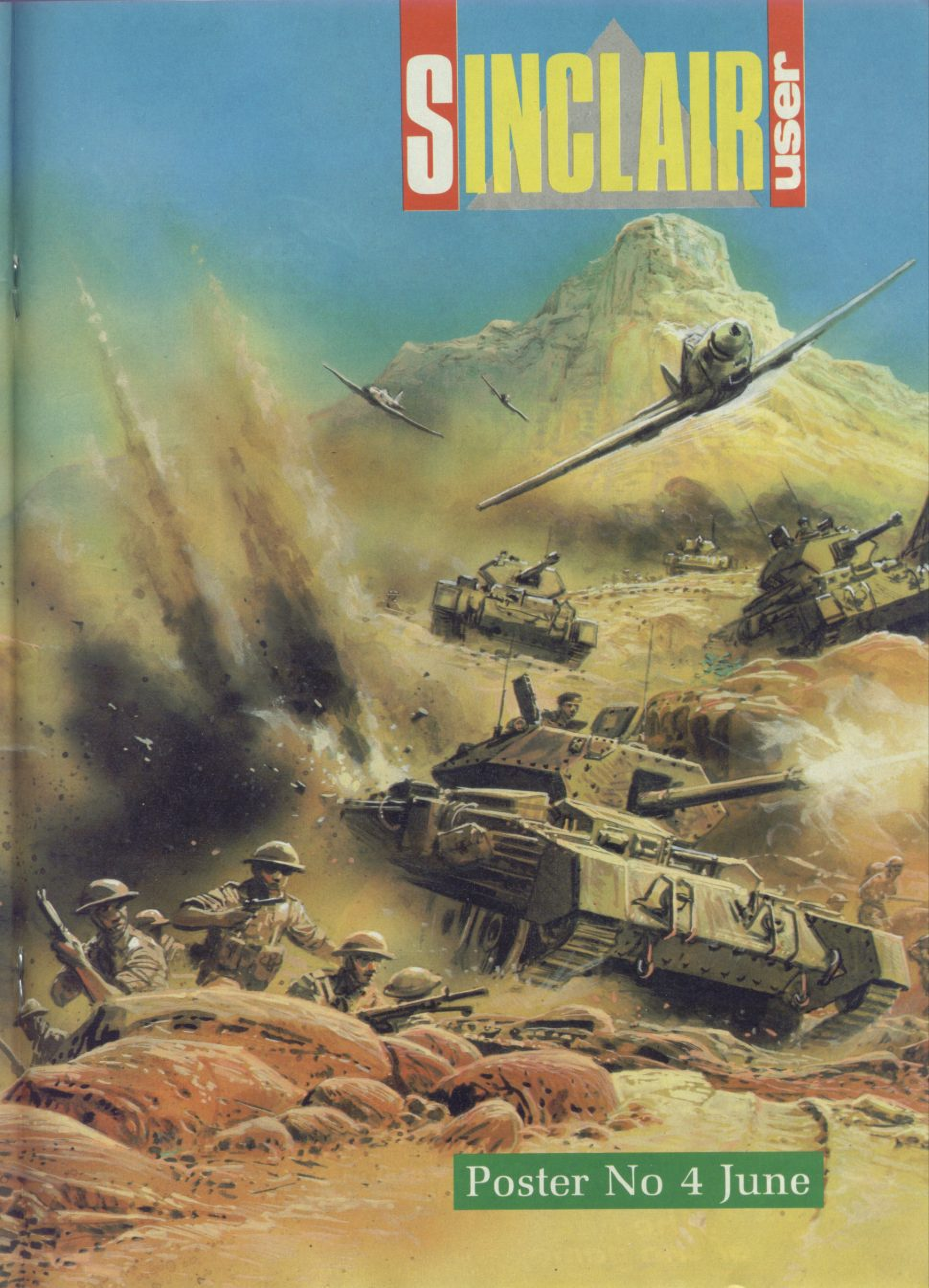



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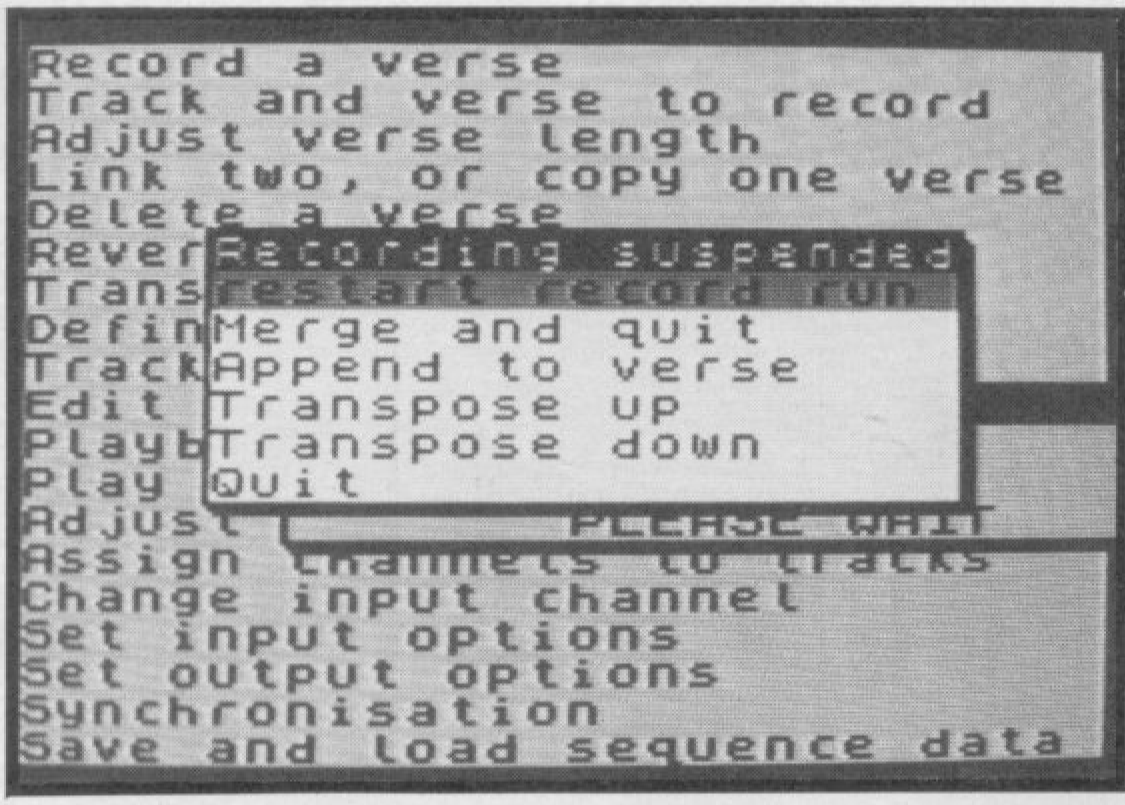

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Poster No 4 June



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GOING A LITTLE MIDI

Midi is the much vaunted link for synthesisers, drumboxes and other musical hitekkery. If your synth's got it, you can record, edit, sequence and generally much around with music as much as you like without needing to go anywhere near a tape recorder. But you do need a computer with Midi.

Normally the Spectrum doesn't have one but a Spectrum with Cheetah's interface fits the bill precisely.

And the precise bill happens to be £49.95, for which you get a black box, Midi lead, software and instructions. The box fits on the back of your Spectrum, the lead connects the box and your synth, the software loads in from tape and transfers to microdrive and the instructions get read. No surprise there.

On loading, a list of options appears, selectable by cursor keys and the now traditional menu bar. First choice is 'Record a verse' which allows you to tinkle away on your Fairlight and have it recorded for prosterity.

The software treats all music as a collection of verses; once you've recorded one you can add notes to it, edit the existing contents and play it back in a number of ways. You can link verses together to make up songs, or have them repeat at will ad nauseam.

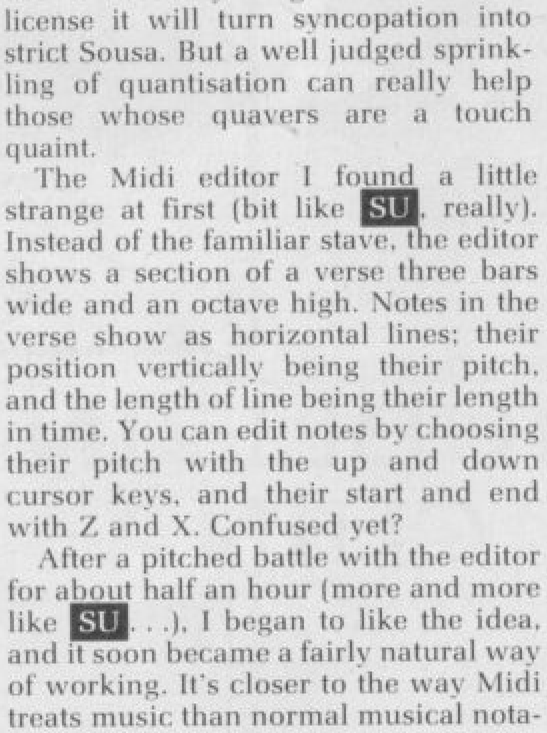
Having recorded a verse or more, you can get the computer to play back what you've got so far on your synthesiser while you record another track. If your synth can handle it, you can play this backing on a different voice, so building up a complete piece of music. I used a Casio CZ-101 for this review – capable of four voices at once – and managed some rather fetching orchestrations of familiar and much-loved melodies from Philip Glass et al. (Al's stuff wasn't so good.)

Great, but what if your timing is, ahem, a little looser than that perfection for which you (as a true musician) constantly strive?

The software is a pretty undertanding creature. It will spare no effort in trying to make the notes it receives fit into what it understands about musical timing. Called quantisation, it tightens up your timing to a given note value – use it carefully – given too much license it will turn syncopation into strict Sousa. But a well judged sprinkling of quantisation can really help those whose quavers are a touch quaint.

The Midi editor I found a little strange at first (bit like SU, really). Instead of the familiar stave, the editor shows a section of a verse three bars wide and an octave high. Notes in the verse show as horizontal lines; their position vertically being their pitch, and the length of line being their length in time. You can edit notes by choosing their pitch with the up and down cursor keys, and their start and end with Z and X. Confused yet?

After a pitched battle with the editor for about half an hour (more and more like SU . . .), I began to like the idea, and it soon became a fairly natural way of working. It's closer to the way Midi treats music than normal musical notation is, and soon becomes less of a barrier to hand-editing chunks of data than trying to work with crotchets and quavers would be. A nice touch is the ability to add notes during the edit



from the computer or the synthesiser. It would have been nicer to hear the current contents of the editor screen without having to leave the edit. Maybe next time, Cheetah?

Verses belong to tracks. There are eight tracks, each with 16 verses, and they can be assigned to different Midi channels. Depending on your set-up, different synths tend to have different channels. Changing the synth a bit of music plays on is then just a matter of changing channel numbers, and it becomes too simple for words to remix a song.

Getting down to the minor bits of the package now. There's a metronome that snaps its fingers in the background to keep the band (you) together. There's a Midi delay, which sends out data after a wait. Hooking this back into a synth with a couple of second's delay can be an interesting way of building up a short sequence. It can also drive you mad and end up sounding like a New Age record (gulp).



If you've got a drum machine you can hook it up to the interface. The tempo set on the drum machine will govern the tempo the interface plays at. Indispensible stuff – if you've got a drumbox.

That's about it for the software. The hardware is hardy enough. During the course of this review I spoke to the designer, Bob Powell, a couple of times while sorting what turned out to be a duff Spectrum (blush), and learned a few things about the design. It's clever. The circuit itself is just two chips and a smattering of small components. Considering the performance, that's nice work. It should certainly make for a reliable product.

I think this is the first Midi package for the Spectrum that I've seen that is genuinely useful musicwise.

I could niggle about the software (no indication of memory capacity left, inconsistency in the controls) and the instructions (bit brief and dense), but computer musos should wring fine things from the package.

If you've got a Midi keyboard then I wouldn't hesitate too long before bolting this to the back of your Spectrum.

Rupert Goodwins

ARCADE REVIEW

INSPECTOR GADGET

Some companies licence major films like **Top Gun**. Some licence well known characters like **Garfield**. Some convert popular coin-op machines.

And then there's Melbourne House which has got **Inspector Gadget**.

Now you may think that **Inspector Gadget** sounds like a big deal, but **Inspector Gadget** is big in France, just like the Oric was.

The inspector is a detective with Clouseau-style hat and mac and go-go gadget legs.

Sometimes he has a go-go gadget helicopter or go-go gadget skates – I can only assume this stuff is an exact translation from the French.

In fact the whole game seems to have got confused in the translation. I can't believe it can be right that I could easily bounce my way through the first three of the game 'worlds' on tne second time of playing. Anyway, on with the game.

Gadget bounces or walks (to begin with) left to right across the screen. Whilst there's a twisting grey pathway to follow it appears to be quite OK for Gadget to bounce on the grass so I couldn't see much point in it. But anyway. . . Gadget can also move across this screen.

The main problem is the wide variety of objects in Gadget's path – these include peculiar smiley faces which Gadget musn't stand on and assorted cartoon animals.

Whenever the Inspector lands on a smiley face thing or is attacked by an animal he says 'Wowsers' and falls over. Bizarre. Especially when he also says 'Wowsers' when completing a level.

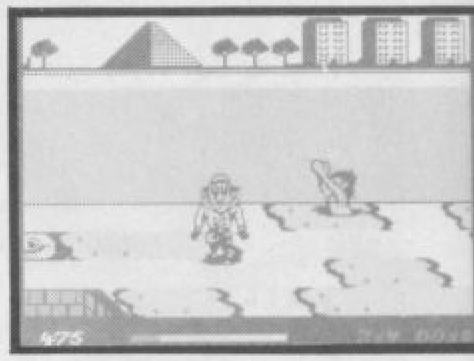
The art of the game, if it has one, is just to work out what pathway to take so that you either completely avoid or can jump over the obstacles, or so that you can pick up helicopter or skates. At various points there are holes – these are not necessarily bad things to fall down, in fact another aspect of planning the game is trying to work out which hole it is best to fall down. Down each hole is just another section of landscape.

The game is divided into worlds. Each world is much the same as the last one, though, and the end of each one is only marked by a sort of slab which Gadget has to land on.

I did like the men that popped out of a hole in World 2 and made a grab for Gadget's legs. Good also to see that Horace (of **Hungry Horace** fame) has not been totally forgotten. Teams of Horaces roam around several of the worlds getting in the way.

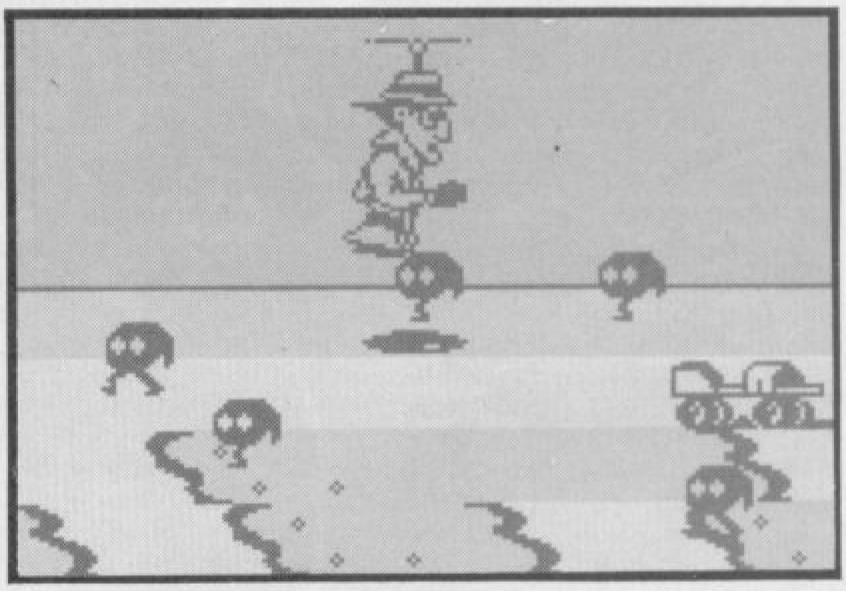
The graphics are actually pretty bad.

There is some detail in the Gadget sprite, though. It's



drawn line appears almost transparent and changes colour continuously. The backgrounds are not up to much either. And this sound is even worse – odd blips when Gadget falls down or bumps into something.

And that's it. Inspector Gadget definitely doesn't get a 'Wowser' from me■



FACTS BOX

Largely poor graphics combined with uninspired gameplay make this one of Melbourne's worst in a while

INSPECTOR GADGET
Label: Melbourne House
Author: in-house
Price: £7.95
Memory: 48K/128K
Joysticks: various

Reviewer:

★★☆☆☆

BIG TROUBLE IN LITTLE CHINA

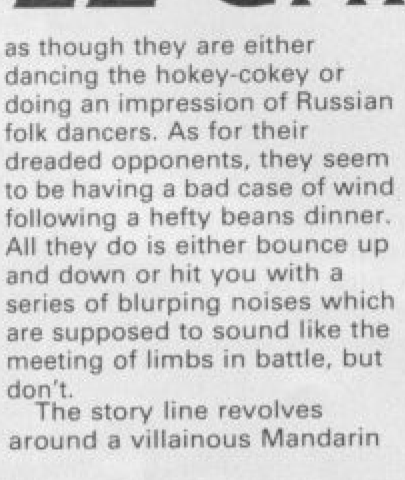
One of the first thoughts that struck me after I had seen the film **Big Trouble In Little China** was what a good computer game it would make. All that martial arts and non-stop action, someone was bound to do a tie-in.

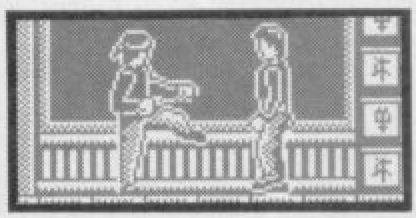
And someone did and I can honestly say that Electric Dreams needn't have bothered if this is the best it could come up with.

What it amounts to is just a boring **Kung Fu/Bruce Lee** meets **Rambo** and takes on the baddies scenario, with absolutely no atmosphere, no sound effects to speak of, and no game to play as far as I can see.

The three main characters are pretty poorly depicted, and fight as though they are either dancing the hokey-cokey or doing an impression of Russian folk dancers. As for their dreaded opponents, they seem to be having a bad case of wind following a hefty beans dinner. All they do is either bounce up and down or hit you with a series of blurping noises which are supposed to sound like the meeting of limbs in battle, but don't.

The story line revolves around a villainous Mandarin





who has a hankering for green eyed girls. He must marry one and then sacrifice her in order to appease a demon. He picks on two ladies who are the girl friends of Jack Burton and Wang Chi our fearless heroes, who are joined in their mission to free the girls by Egg Shen (who apart from being a dish in a Chinese take-away is also a magic user).

You can choose to become any one of these three in order to deal with the opponents' varying skills and the idea of the game is you battle through four stages to reach Lo Pan (the Manadrin), kill him by using all three characters' skills and free the girls.

Apart from some pleasant oriental music I could not find anything else to make me want to go out and buy this game.

I suggest you spend your money elsewhere■

FACTS BOX

Billed as a shoot'em, zap'em, hack'em game, it is an extremely lame example of the genre. A definite miss

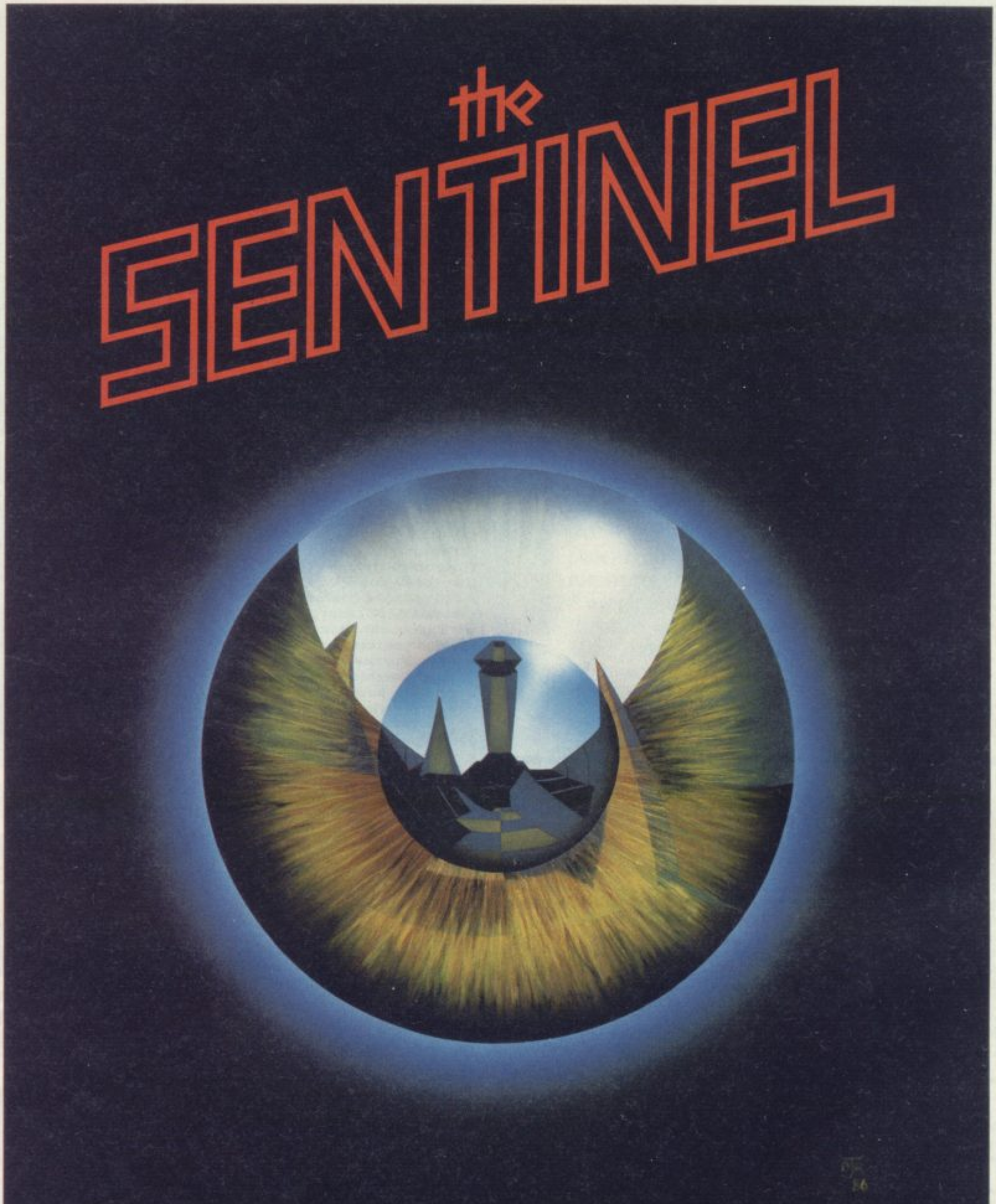
BIG TROUBLE IN LITTLE CHINA
Label: Electric Dreams
Author: M D Software
Price: £7.95
Memory: 48K/128K
Joystick: various

Reviewer:

★☆☆☆☆

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ÖUTLA

JUNK FOOD

Fast food – it's as American as invading small Caribbean islands. Over priced, over rated and over here – yet the Great British Public has been gobbling it down by the cholesterol-laden mouthful for well over ten years. Read on for the SU gluttons' guide to premature heart failure.

First there's the 'normal' with a single small piece of meat, some pickle, ketchup, cheese (optional) all enclosed within a bun that is almost certainly not topped by sesame seeds. Completely boring. DO NOT BUY THIS PRODUCT. IT IS FOR WIMPS ONLY.

By contrast people will almost certainly eye you with admiration if you purchase a a 'double' burger. This contains two wimp-sized burgers, cheese, at least half a cucumber and three bottles of tomato sauce, together with some kind of proprietory mayonnaise.

The supreme example of this genre is the Big Mac (TM). The Big Mac is cool (well, occasionally lukewarm, but never hot).

Then you have your quarter pound burger, strongly favoured by executives who have been informed, wrongly that sesame seeds have been used extensively as a rhinoceros horn substitute for years.

Having defined out three main types, we can single out one other factor – how plastic is your burger?

The ideal burger must bear no relation to any other consumable material, animal or vegetable. The ideal burger must be distinguishable from its packaging by colour alone – indeed, mammoth cool points can be accumulated by eating the carton and leaving the burger on one side.

Once again, MacDonalds come out way ahead of the competition, closely followed by Q Quick – Burger King hardly making it out of the starting gate by inserting recognisable slices of tomato in their Woppers.

Cast away those lentils, shun that fibre, boycott those poly-unsaturates! To hell with the rain forests, bloat youself on Big Macs (anyone beat four in a single sitting?). See you in Surgery. Yum!

JACK DANIEL

Burger	Normal Price	Rating	Double Burger Price	Rating	¼ lb Burger Price	Rating
Wimpy	57p	★	£1.20	★★★	£1.16	★★★
MacDonalds	58p	★	£1.13	★★★★★	£1.07	★★★★
Q Quick	57p	★	£1.14	★★	£1.15	★★
Burger King	60p	★	£1.29	★★★★	£1.45	★★★★★

Central London prices on April 22.



FAST CARS

Out in the good ol' US of A, in many states you can take to the wheel of an automobile at the tender age of 14 years, but here in the mother country, we aren't trusted with the car keys until 17. But there is a way you can drive cars like the Porche 959 – with radio controlled models.

Racing radio controlled cars has really taken off recently, with regular meets around the country – Battersea Park and Wanstead Heath being two popular London haunts.

The top flight cars range from off-road 'funny cars' like the Bigfoot (around £145) and the Grasshopper (around £105) that'll cope with almost any terrain, to the fast production car models like the Tamiya Porche, weighing in at just over £200. Some of these can produce speeds of up to 60mph, powered by Ni-Cad rechargeable batteries that give about 20 minutes worth of racing.

These are all available in kit form, complete with controllers that work up to 1 mile radius under ideal conditions.

The cheaper beginners cars come already made up and start at around £20 and go to around £80. Typical is the Frame Buggy by Nikko at







Top Ten Comic Books		
1	X Men 219	Marvel Comics
2	X-Factor 18	Marvel
3	Swamp Thing 61	DC Comics
4	The Punisher 1	Marvel
5	Judge Dredd 13	Titan Books
6	Marvel Fanfare 33	Marvel
7	Nam 8	Marvel
8	Watchmen 10	DC
9	Batman: Dark Knight	Titan Books
10	Silver Surfer 1	Marvel

Top ten compiled by Forbidden Planet (01 379 6042)

LANDS

£49.99. This has two forward speeds and a controller that'll work up to about 100 yards.

Contact your local town hall for details of a club near you. But one thing's for sure – radio controlled cars are no longer just for the kids.

JACK DANIEL



CONQUEST

Britannia was the hit board game from this year's Games Fair. It's deceptively simple and for three to five players.

It takes you through the history of the British Isles from the Roman invasions to the Norman Conquest.

Everybody has a go at controlling the country at least once, and nobody can tell who has won until the last turn. While at the start the Romans roll-over everybody else, by turn five they disappear – as they did historically – to defend Rome, leaving the Romano-British behind to hold the frontiers, which they aren't very good at. At that point, the Saxons come in, and it looks like they are going to win; but then along comes another tribe, and the cycle continues.

Well worth getting hold of if you've got two or three friends who like this sort of game. Simple but compulsive; a great way to spend a weekend. And it would make a great computer game! GARY ROOK

JUNE COIN-OP



Rastan Saga is a fantastic new game from Taito which features a *Conan the Barbarian*esque hero who fights assorted mutants – many of them very nasty.

It's fast, needs tons of skill and spot on timing to get past the many hazards. I think I must have shovelled pounds into the wretched machine!

Armed only with a sword to begin with, you begin your quest. Almost immediately green monsters stride forward to attack, a quick stab from your trusty sword changes their mind. The joystick controls the direction of your thrust and the attack button is used for sword action – upper stab, middle slash, lower slash and downward stab.

After that first wave hoards of bats, centaurs, valkyries come thick and fast until the terrain suddenly changes. It's Tarzan time – you have to shin up ropes, swing across chasms and leap waterfalls. Boulders roll down slopes, hidden lances shoot out to pierce you and suspended ceilings collapse.

There's no time to hang around, and as soon as you've negotiated one obstacle, you're tipped headlong into the next. The graphics are well drawn and imaginative, the sound is rousing Rush out and play it now

CLAIRE EDGELEY

TOP TEN COINOPS/JUNE

1	Out Run	Sega
2	Rolling Thunder	Atari
3	Soldier of Light	Technos
4	Nemesis	Konami
5	American Soccer	Universal
6	Bubble Bobble	Taito
7	Side Arms	Capcom
8	Kick and Run	Taito
9	Flying Shark	Taito
10	Bermuda Triangle	SNK

This list is compiled with the help of one arcade in London's West End, and is not necessarily the case country-wide. Thanks to John Stergides of Electrocoin.

CHAIN-SAW!



Chainsaw Warrior is a single-player board game from Games Workshop, and very nice – and violent – it looks too. The plot is simple; an evil, occult force called darkness has established itself in a deserted building in the middle of New York city. Attempts to evict it have failed. Unless it can be destroyed within our hour, New York – and civilisation as we know it – will be destroyed. Enter you, the chainsaw warrior of the title, armed with your trusty Westron Mk X Pistol Grip Chainsaw.

The great thing about CW is that it's a solitaire game; no more waiting around for an opponent. It works a bit like the Puffin Fighting Fantasy game books, except that it uses a board and a couple of packs of game cards.

You begin by alloting points to various skill factors and buying equipment; when you're ready, you enter the house. Every turn you draw a card. This might be a zombie, which you have to fight, or a trap, which could wound you or waste time, or a cache of useful equipment.

CW is beautifully designed. It's not one of the world's most complicated board-games, but who cares? It's fast and furious and above all fun. Rev up your chainsaws and let's slice and dice!

GARY ROOK



ROLE PLAYING IN '87

Reading hardly has the mythic quality of Lankhmar, Amber or Minas Tirith: but, the weekend before Easter, you'd have found it just as full of battle maidens, hardened barbarian warriors and scary elven magic users as any of the great cities of high fantasy.

Reading is the venue for Games Fair 87, one of the highlights of the fantasy gaming calendar. Organised by TSR (UK), the British arm of the company which published the first role-playing game, *Dungeons & Dragons*, Games Fair is a ticket only event restricted to about 400 people. It's not cheap, but even so it's always booked solid months in advance.

Most people go for the UK Advanced Dungeons & Dragons Championships: 144 people battle it out for the title of best D&D player in Britain, a cheque for £100 and a pretty engraved glass. Strange as it may seem, these tawdry trophies are held in greater esteem by the devotees of D&D than say, a ring of ultimate power or half a dozen transdimentional crystals. Players of all ages and sexes, from 14 to 44 and beyond, hack and slash their way through the qualifying rounds, hoping to reach the final; many are called, but few are chosen.

Meanwhile, the rest of the conventions attendees enjoy themselves in their own peculiar way, playing an incredible assortment of different boardgames.

If you've never watched an orc play *Gauntlet*, it's an education.

As for *Mexicans in Space*, or *Famous Five Meet Cthulhu* – well what can you say? And what about the *Rasta Elves*, or the *Disco Winataur?* As for the group in the corner role-playing *Bugs Bunny* . . . wabbit twacks!

After the success of Games Fair 87 next year's event – already planned – should be double the size.

GARY ROOK

TASWORD 128

TASWORD THREE

TASWORD PLUS TWO



Buy a Tasword for your Spectrum and get a word processing program that is:

***Easy to use.** Just load the program and type in your text. If you do need help then it's there on the Tasword screen.*

***Packed full of features.** The new generation of Taswords set a new standard in word processing on the Spectrum computers.*

***Designed for YOUR computer.** There is a Tasword for each Spectrum computer. Each Tasword is designed to make the best use of the keyboard and memory on your Spectrum.*

ZX SPECTRUM

TASWORD TWO

THE WORD PROCESSOR

TASWORD TWO for the ZX 48K Spectrum cassette £13.90 microdrive cartridge £15.40

"Without doubt the best utility I have reviewed for the Spectrum"
HOME COMPUTING WEEKLY APRIL 1984

"If you have been looking for a word processor, then look no further"
CRASH JUNE 1984

With 64 characters per line on the screen and a host of useful features TASWORD TWO is the ideal cassette based word processing package for the Spectrum owner.

TASPRINT

THE STYLE WRITER

TASPRINT for the ZX 48K Spectrum cassette £9.90 microdrive cartridge £11.40

A must for dot matrix printer owners! Print your program output and listings in a choice of five impressive print styles. TASPRINT utilises the graphics capabilities of dot matrix printers to form, with a double pass of the printhead, output in a range of five fonts varying from the futuristic Data-Run to the hand writing simulation of Palace Script. A TASPRINT gives your output originality and style! The TASPRINT fonts are shown to the right together with a list of compatible printers.

TASCOPY

THE SCREEN COPIER

TASCOPY for the ZX Spectrum with Interface 1 cassette £9.90 microdrive cartridge £11.40

The Spectrum TASCOPY is for use with the RS232 output on ZX Interface 1. It produces both monochrome (in a choice of two sizes) and large copies in which the different screen colours are printed as different shades. With TASCOPY you can keep a permanent and impressive record of your screen pictures and diagrams. A list of printers supported by TASCOPY is given to the left.

TAS-DIARY

THE ELECTRONIC DIARY

TAS-DIARY for the ZX 48K Spectrum and microdrives. Cassette £9.90

Keep an electronic day-to-day diary on microdrive! TAS-DIARY includes a clock, calendar, and a separate screen display for every day of the year. Invaluable for reminders, appointments, and for keeping a record of your day. The data for each month is stored as a separate microdrive file so that your data for a year is only constrained by the microdrive capacity. TAS-DIARY will work for this year, next year, and every year up to 2100! Supplied on cassette for automatic transfer to microdrive.

TASMAN PRINTER

INTERFACE

TASPRINT PRINTER INTERFACE for the ZX Spectrum £29.90
RS232 Cable for ZX Interface 1 £14.50

Plug into your Spectrum and drive any printer fitted with the Centronics standard parallel interface. Supplied complete with ribbon cable and driving software. The user changeable interface software makes it easy to send control codes to your printer using the method so successfully pioneered with TASWORD TWO. The cassette contains fast machine code high resolution full width SCREEN COPY SOFTWARE for Epson, Mannesmann Tally, Shinwa, Star, Tandy Colour Graphic (in colour!) printers. TASCOPY shaded screen copy software for this interface (value £9.90) is INCLUDED in this package.

The TASCOPIES and TASPRINTS drive all Epson compatible eight pin dot-matrix printers e.g.

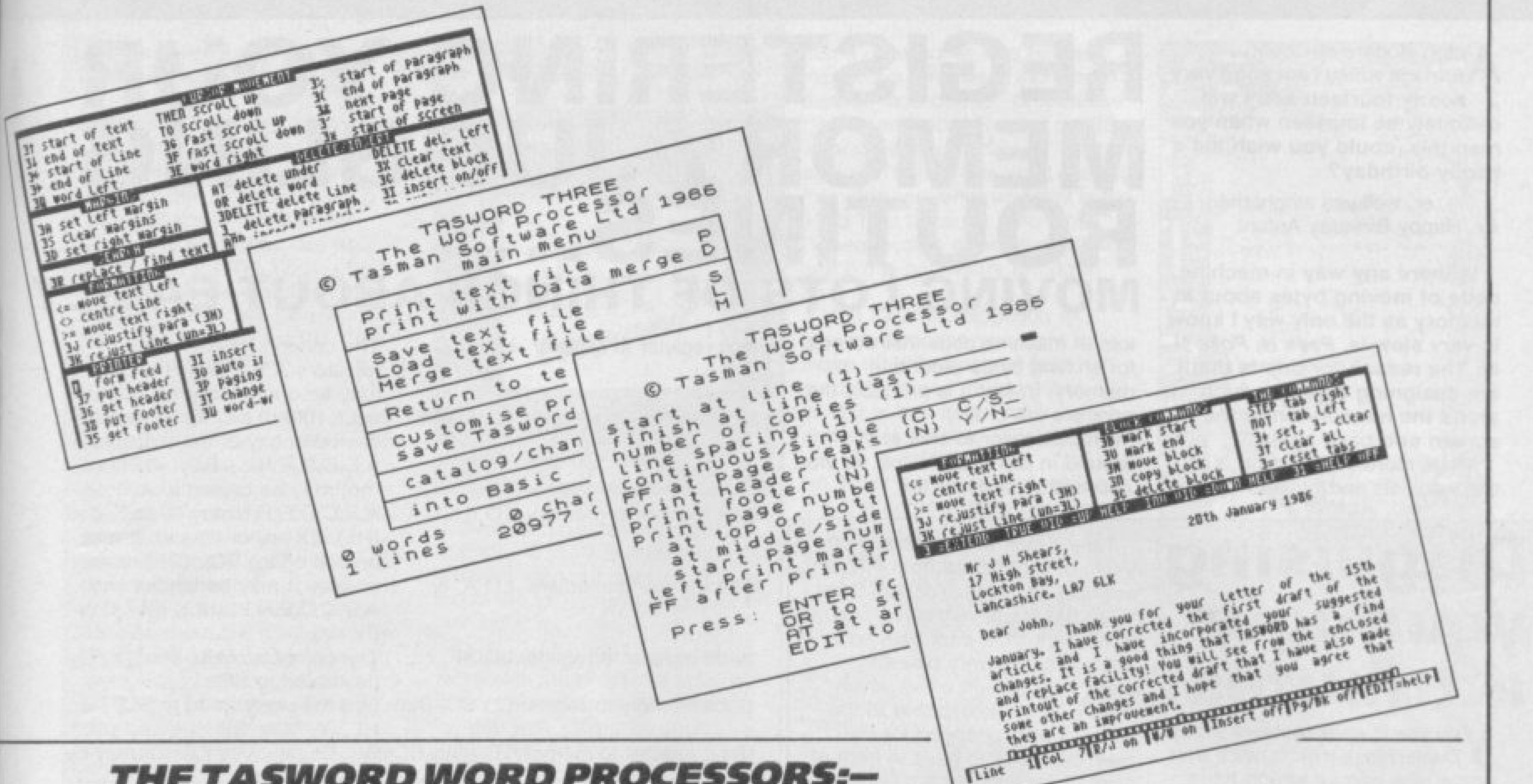
		BROTHER M1009
AMSTRAD DMP 2000	NEC PC 8023B-N	BROTHER HR5
EPSON FX-80	MANNESMANN TALLY MT-80	SHINWA CP-80
EPSON RX-80	STAR DMP501/515/5610	DATAC PANTHER
EPSON MX-80 TYPE III	COSMOS-80	DATAC PANTHER II

COMPACTA - bold and heavy, good for emphasis
DATA-RUN - A FUTURISTIC SCRIPT
LECTURA LIGHT - clean and pleasing to read
MEDIAN - a serious business-like script
PALACE SCRIPT - a distinctive flowing font

TASPRINT output shown at less than half-size.

Compatible with Spectrum, Spectrum+, and 128K Spectrum





THE TASWORD WORD PROCESSORS:—

TASWORD THREE — *for the ZX 48K Spectrum — Microdrive £16.50*

TASWORD 128 — *for the ZX Spectrum 128 — Cassette £13.90*

TASWORD PLUS TWO — *for the ZX Spectrum + 2 — Cassette £13.90*

TASWIDE
THE SCREEN STRETCHER

TASWIDE for the ZX 48K Spectrum cassette ***£5.50***

With this machine code utility you can write your own Basic programs that will, with normal PRINT statements, print onto the screen in the compact lettering used by TASWORD TWO. With TASWIDE you can double the information shown on the screen!

TASWORD THREE
FOR OPUS DISCOVERY

A special version of TASWORD THREE for the Opus Discovery disc drive. Disc ***£19.50***

ZX SPECTRUM 128
TASWORD 128
THE WORD PROCESSOR

TASWORD 128 for the ZX Spectrum 128 cassette ***£13.90***

TASWORD 128 has been especially developed to use the additional memory of the 128K Spectrum. This gives text files that are over 60K long — this is about ten thousand words! TASWORD 128 has all the features of TASWORD THREE (mail merge only when transferred to microdrive). TASWORD 128 is supplied on, and will run on, cassette. TASWORD 128 is also readily transferred to microdrive by following instructions supplied with the program.

SINCLAIR QL
QL is a trademark of Sinclair Research Ltd

TASCOPY QL
THE SCREEN COPIER

TASCOPY QL for the Sinclair QL microdrive cartridge ***£12.90***

TASCOPY QL adds new commands to QL Superbasic. Execute these commands to print a shaded copy of the screen. Print the entire screen or just a specified window. TASCOPY QL also produces large "poster size" screen copies on more than one sheet of paper which can be cut and joined to make the poster.

TASPRINT QL
THE STYLE WRITER

TASPRINT QL for the Sinclair QL microdrive cartridge ***£19.95***

TASPRINT QL includes a screen editor used to modify files created by other programs, such as QUILL, or by the user from Basic. These modified files include TASPRINT control characters and may be printed, using TASPRINT, in one or more of the unique TASPRINT fonts.

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REGISTERING YOUR MEMORY JUGGLING ROUTINES...

MOVING LOTS OF THINGS ABOUT EASILY

Anton Rogers of County Armagh writes **I am aged very nearly fourteen and I will definitely be fourteen when you read this, could you wish me a happy birthday?**

Oh, er, well yes alright then. Er, Er, Happy Birthday Anton!

Is there any way in machine code of moving bytes about in memory as the only way I know is very slow ie, *Peek* N, *Poke* N, M. The reason for this is that I am designing a game which shifts the memory on to the screen and back again.

Thats more like it Anton. Yes, there are lots and lots and lots and lots of machine code instructions for shifting bytes around in memory. In fact it is probably the principle job of any microprocessor to shift stuff around in just this fashion. In the Z80 microprocessor the mechanism is to load the information from one memory address into one of the special Z80 registers and then take the date out of the register and load it back into the new memory location.

8-bit register to register	LD A, C	The conents of any of the registers A,B,C,D,E,H and L may be opened one to another
8-bit memory to register	LD A, (HL)	(HL), (IX+d) or (IY+d) may be copied to any of the registers A,B,C,D,E,H,L, (BC), (DE) or (nn) may be copied to A.
8-bit register to memory	LD (HL), A	A,B,C,D,E,H,L may be copied to (HL), (IX+d) or (IY+d). A may be copied to (BC), (DE) or nn.
8-bit register immediate	LD A, n	n value n may be loaded into A,B,C,D,E,H,L, (HL), (IX+d) or (IY+d).
16-bit register to register	LD SP, HL	The contents of HL, IX or IY may be copied to SP.
16-bit memory to register	LD BC, (nn)	(nn) may be copied to BC, DE, HL, IY, IX or SP.
16-bit register to memory	LD (nn), BC	BC, DE, HL, IX, IY or SP may be copied to (nn).
16-bit register immediate	LD BC, nn	nn may be loaded into BC, DL, HL, IX, IY or SP.

Table 1. A list of the various Z80 load instructions with an example of each type.

The Z80 has eight directly accessible 8-bit registers each of which has single letter identifier. The identifiers are A, B, C, D, E, F, H and L. It also has four separate 16- bit registers IX, IY, the stack pointer SP and the program counter PC. The 8- bit registers are sometimes used as four 16-bit registers in the form AF, BC, DE and HL. Some of the registers have special functions and in particular register A (sometimes called the accumulator) is used in almost all additions and subtractions and registers (often called the flag registers) hold the flags which are used to control the flow of machine code programs.

Table 1 lists the various different types of machine-code load instructions. Note that the assembly language mnemonic for "load" is "LD". You will see this mnemonic used over and over again in machine-code programs.

There are a number of different ways for imitating the Basic command *Peek* and *Poke* n,m using the machine code LD instruction. Probably the easiest way is as follows:

(a) Point the HL register at the address to be *Peek*ed using LD HL, nn where nn is the address to be *Peek*ed.

(b) Use the LD A, (HL) instruction to transfer the data from the address being *Peek*ed into the A register.

(c) Now point the HL register at the address into which the data is to be *Poke*d using LD HL, mm where mm is the new address.

(d) Use LD (HL), A to transfer the data from A to the relevant address.

Suppose for example you want the machine code equivalent of:

Let A = *Peek* 0
Poke 16384, A

These two Basic commands copy the contents of the first byte of Ram into the first byte of the screen memory. The machine code equivalent is:

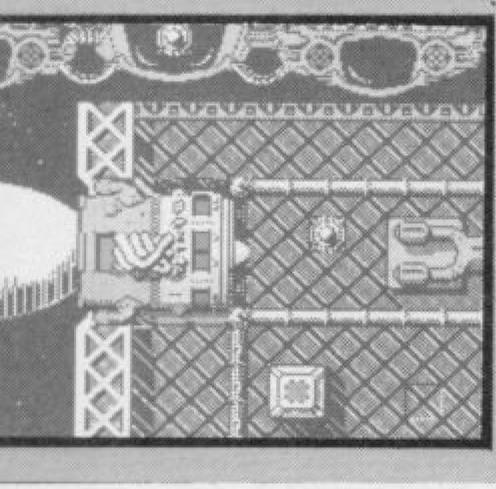
LD HL, 0

Disguising your ugly attributes

You say in your reviews writes Daniel Mosely of Norwich **that some new games which have come out for the Spectrum, like *Shadow Skimmer*, do not have an attribute clash.** (They are not my reviews Daniel. The staff at SU won't let met get anywhere near them. And here am I so handsome and charming and everything). **How does The Edge do this? Are there some high speed machine-code tricks used, and are you going to do, or have your already done any games like this at Hewson?**

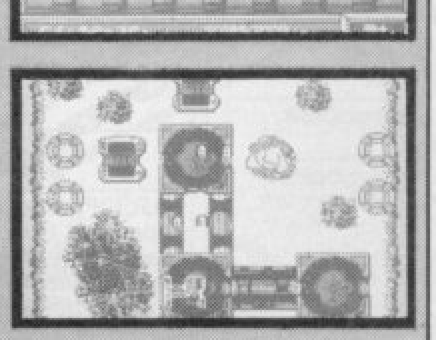
Good question Daniel! Have The Edge got the edge on us? Nope! Well, I hope not.

Unfortunately, there is no super-duper high speed machines code trick, or any other kind of trick which will eliminate the Spectrum attribute problem. Short of soldering new chips here and there and generally taking the Spectrum to pieces and putting it back together again in a different way there is nothing you can do about attribute problems. What you are observing, and the reviews are commenting on, is that software publishers are becoming more and more adapt at disguising the effect of the attribute problems.



Take a look at **Dan Dare** from Virgin or **Lightforce** from FTL for example. In the case of **Dan Dare,** Virgin has made very clever use of white, light blue, dark blue and black to give a very pleasing multicolour screen effect which adds a lot of atmosphere to the game. It also arranged for the main character to pass in front of most of the scenery but behind certain pillars and other parts. Very cleverly, of course, the pillars





are designed to fall within a character square so that there is no attribute clash apparent as the figure passes by.

In the case of **Lightforce,** you will notice that the screen scrolls vertically downwards with your ship passing across background elements which are themselves made up of two or three different colours. The trick that FTL have used here has been to use mostly square looking graphics and to choose the colours used carefully so that although attribute clashes occur they disappear very quickly and the clashing colours do not contrast so that you are virtually unaware of the attribute clash taking place.

Are we doing the same sort of thing at Hewson? Well of course we are. **Exolon** which is due out in August makes use of the **Dan Dare** style trick and **Zynaps** due out at the end of June uses some of the **Lightforce** style tricks.

Variable difficulty

Is it possible to save a Basic program writing out the variables? asks John Hammond of Sheffield.

Yes John, that is exactly what the Spectrum does. Simply save the program on tape and you'll be saving the variables with it. However, when you *Load* the program do not *Run* it. Use *Goto* instead. It is only when the computer executes the *Run* command that the current variables are deleted. If you restart your program using the *Goto* command you'll find that the variables are still intact. If you don't believe me try it!■

HEWSON HELPLINE

Booking up the 128

Shirley English of Crawley was given a Spectrum 128K+2 for Christmas and likes it very much she tells me. I think I'm getting on very well she writes **but my trouble is that there are no books out for the 128K. I can buy lots for the 48K and I know I can use them, but I do want to find one specially for the 128K+2. Can you help me?**



I know of only one book specifically for the 128K+2 and that is *The 128 Companion* written by Ian Sinclair. (No relation to good old Uncle Clive). The problem is that when the original Spectrum was released a veritable flood of books followed on to the market, telling you all you want to know (and more) besides about the machine. The bookshops were soon saturated and it wasn't too long before book publishers gave up publishing new books on the machine. Unfortunately, those same book publishers have not yet realised that the 128K+2 is sufficiently different from the original Spectrum to be worth a book in its own right.

No doubt the situation will be rectified in the course of time, but in the meantime we customers have to wait. Come on book publishers, do something

```
LD A, (HL)
LD HL, 16384
LD (HL), A
```

Notice that sometimes the HL appears with brackets around it and sometimes does not. This difference all depends on whether you want to refer to the register pair itself (in which case omit the brackets) or you want to refer to the address *pointed* to by the register pair (in which case you have brackets).

In the first line of our routine above we want to put the value zero into the register itself. In other words we want to set the register pair itself zero because zero is the address that we are going to *Peek* at in the new line. We are interested in the register pair itself and so the brackets are omitted.

The second line of the routine does the *Peek*ing but now we are not interested in the value in HL for its own sake. We are interested instead in the content of the address to which that value refers. We are interested in the content of address zero *not* the contents of HL. Hence this time we use brackets.

It seems complicated but it isn't once you get used to it.

Anton also wants a routine for transferring data from memory to the screen and back again. Well, Anton, I published one last month so you'll just have to look back to your previous copy of SU. If you haven't got a copy or, worse still, you've thrown it away then tut tut!

The routine I published last month includes the use of the LDIR instruction which is one of a small group of super-duper extra special mega-clever machine code instructions for moving chunks of data around in memory. LDIR stands for Load, Increament and Repeat. The LD bit tells you that it does some kind of load instruction. The word Increment means "add one to" or increase by one and word Repeat means what it usually means ie "do it again". There is one word missing from this sequence and that is the word Test because before the Repeat occurs a test is made to see if it is necessary to "do it again".

You use the instruction as follows: Suppose you want to move the fifty bytes of data currently stored in addresses 101 to 150 at one go to, say, addresses 2001 to 2050. What you do is as follows:

(a) Point the HL register pair at the first address *from* which data is to be moved. In this case it is address 101.

(b) Point the DE register pair at the first address *to* the data is to go. In this case it is address 2001.

(c) *Load* the BC register pair with the number of bytes to be moved. In this case we want to move 50 bytes.

(d) Do the whole job of moving all the data all at one go by executing the LDIR instruction.

In machine code this looks like this:

```
LD HL, 101
LD DE, 2001
LD BC, 50
LDIR
```

There are several related instructions you can use including LDI which is like LDIR except it stops short of doing the repeat business. You use it for moving one byte from the address pointed to by HL to the address pointed to be DL.

There is also a pair of instructions which work the other way around namely LDDR and LDB. These have a decrement step instead of an increment step so you use them by starting at the top of the addresses to be moved and working down. Our example



above would then look like:

```
LD HL, 150
LD DE, 2050
LD BC, 50
LDDR
```

I hope this helps Anton. You win this month's game prize – a free copy of **Gun Runner** – as an unexpected birthday present. Have a nice day!

Clock blocks Rom shock!

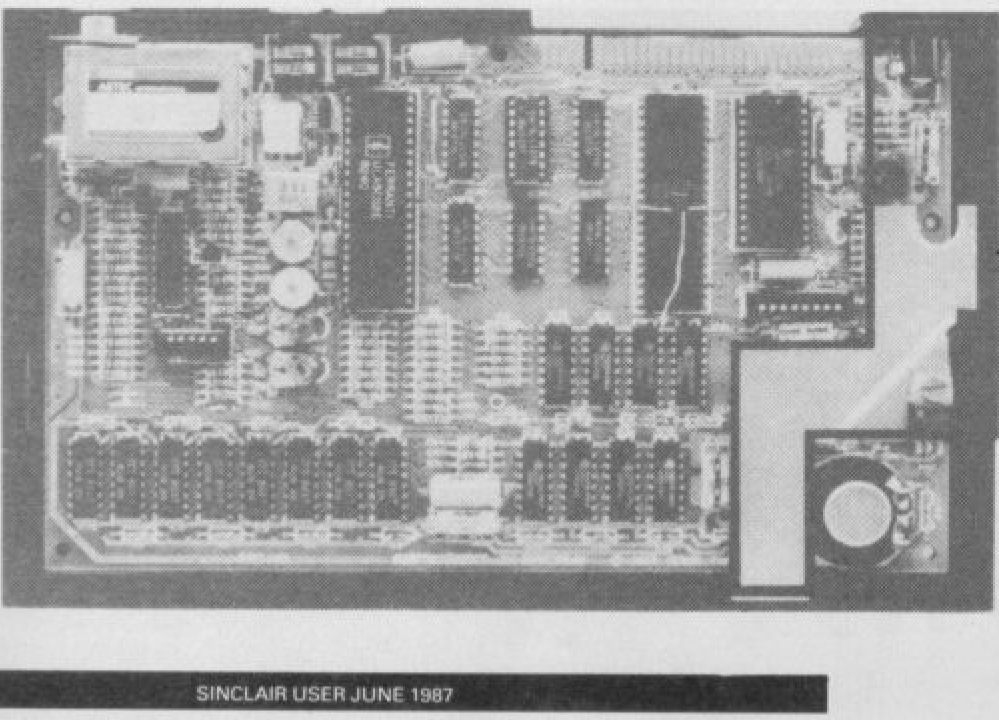
John Carter of Stratford has written to me concerning the clock routine by Keith Prosser, which I published a few months ago. Readers may remember that I stressed that the routine should be fast and should also work under all conditions. I lamented that none of the routines sent in fulfilled these two requirements, which is why I asked one of our programmers to write it for me, instead of using a reader's routine.

John writes: **Keith Prosser's clock routine does not allow for the Rom switching done by the interface. The routine should either check that the correct Rom is in place before doing the JP 56 or better still do the following:**

```
POP HL
POP AF
JP 56
```

Which is safe whichever Rom is paged in, even if it does waste a little time.

Thank you John for this correction. Your letter only goes to show that no matter how hard you try, when you write computer software, there is always one more thing left undone, which should have been done. There is a lesson for us all here...



Shunting blocks of memory around may seem complicated . . .



Adventurers Survival Kit

Lost? Confused? Found the Magic Troll but can't remember where the Mystic Lake was? Been wandering around and around the same tunnels for eons? Behold the solution to all your troubles fair sage/wanderer/knight/magician/spaceman/Hobbit (delete as applicable). This is the SU Adventurers' survival Kit.

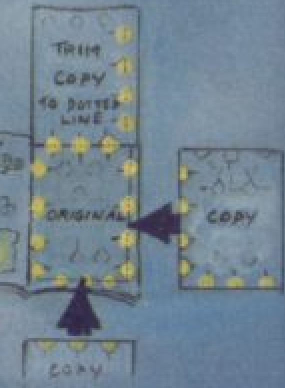
Here's how it works

Opposite is a grid of octagons connected by lines. The lines represent compass directions N,NE,E,SE,S,SW,W,NW. Each octagon represents a location in whatever adventure you are playing. This allows you to map your pathway through the adventure with ease. For example, suppose that the start location is The Elvenkings Hall with exits North and South West. Write the name of the location in the first octagon (anyone you like but the middle one is best usally), then you go north and supposing you discover The Elvenkings Throne Room, you can now write this room on the chart in the octagon 'North' of the previous one and repeat the process until eventually you completely map the whole adventure...

Hang on a minute your grid's only got about 24 octagons but my adventure's got 375 locations...

We've thought of that – just photocopy off the grid several times and trim it along the dotted lines then stick em together matching up the halves of octagons. Kazam – a map as big as you want.

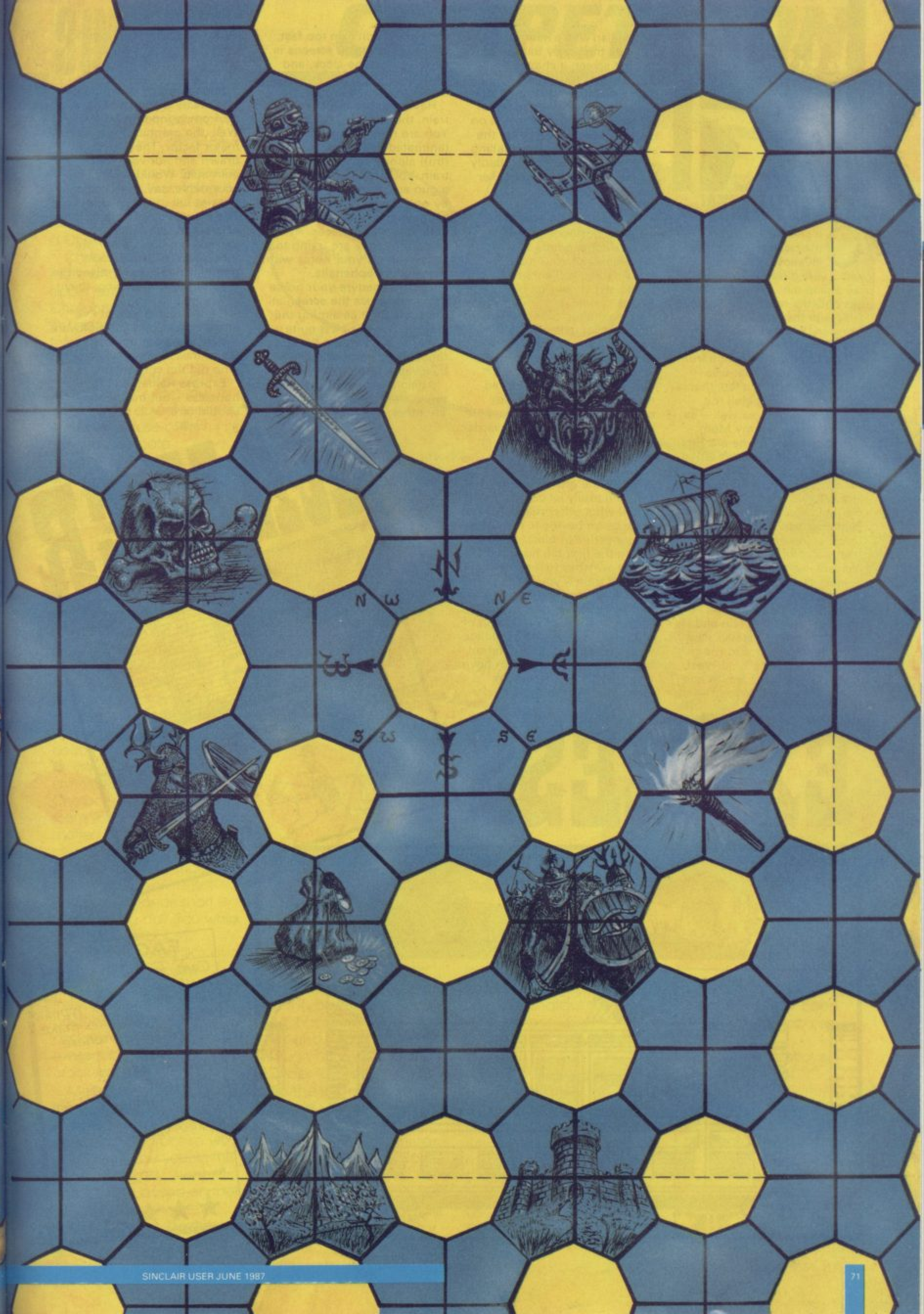
ADDED BONUS!!! At the bottom of this page we've printed three scrolls for you to keep track of objects, spells and notes (eg going down into the bottomless pit is a big mistake – don't eat the Troll etc). You can also keep a written track of what you're carrying and which spells you have










N
NW
NE
W
E
SW
S
SE

EXPRESS RAIDER

Oh give me a home where the buffalo roam – and I'll show you a house with a very dirty carpet. . . I read the *Beano* too, y'know – which has only the most tenuous of links with the subject in question, **Express Raider,** one of the very latest from US Gold.

It's a coin-op conversion from a Data-East game that was mildly successful – a fate that is almost certain to befall the Spectrum version as well – as it's not what even my Mum would call state-of-the-art. Pity, because the design isn't a bad one.

The idea is to combine the kicky-kicky bits of martial arts, the jumpy-jumpy bits of platforms and ladders and throw in the nearest smidgieon (that's a complete lie incidentally, the game contains at least seven smidgieons) of shooty-shooty. OK so far?

The whole point of the exercise is to rob a train and kill lots of people. Whatever next.

OK, so you've got to rob this train, right. It's the Wild West, right. So you use a Smith and Weston '45, right? Wrong – you are a villian with a heart of gold, and give the kindly banker on the first screen a chance by laying down your arms. You must kick him to death. At this juncture, you are on the left of the screen and the banker is on the right, the setting being the scenic delights of a marshalling yard. You are both black, badly drawn, figures, but the banker has a pot belly, and you are wearing a stetson.

In typical martial arts-style, the eight positions of the joystick corresponds to eight movements of your man – pressing *Fire* will either kick or punch, depending on his stance.

Along the top of the screen is a gauge that tells you how well you are doing in the fight. It starts in the middle – to beat your opponent, you must hit him enough to move the red thermometer bit all the way over to the right, while every hit you take, moves it back towards the left. . . if it reaches the far left, you loose a life.

If you beat him, having grabbed the goodies, the cat is well and truely let out of the bag – well what other reason could there be for having to now jump over a series of black coyotes? That's the first bit, now the action switches to the top of the moving train – you must make your way from the back to the front (where the gold is kept). Each screen is set on the top of a different car, and to complete it you must beat up a different opponent, some of whom have got their heads screwed on straight and have guns (lucky the bullets don't go too fast, eh?) Each of these screens is done against the clock, and failing to win within that times looses you another life.

Having got to the front of the train, the shooting bit starts. You are now riding a horse (animated in Twoframovision (tm)) alongside the moving train. You have aquired yourself a gun and must aim at (shown by on-screen cross-hairs) and kill guys that pop up from behind bits and pieces. At the same time they are trying to knock you off your horse with assorted paraphenalia.

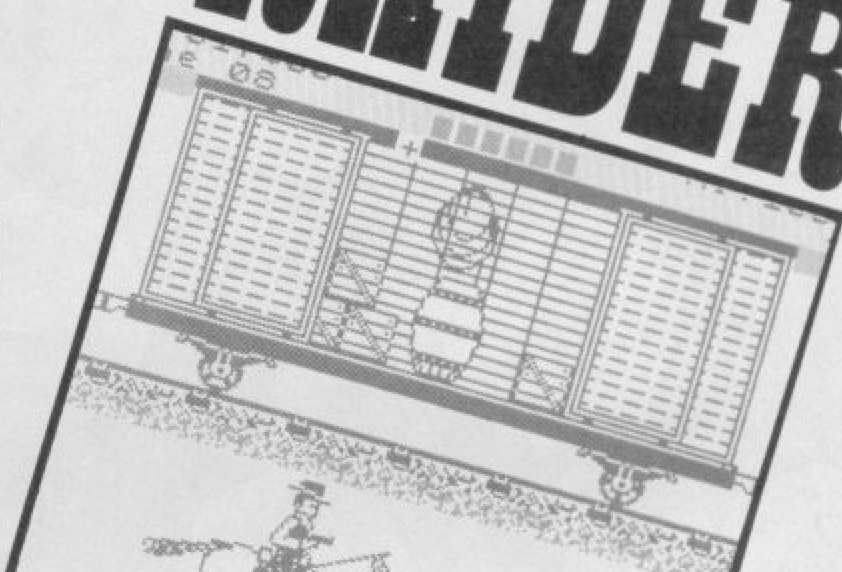
You manoeuvre your horse left right across the screen at the same time as aiming the gun – in fact this bit is quite well done, as the two are linked together in a playable, yet believable fashion.

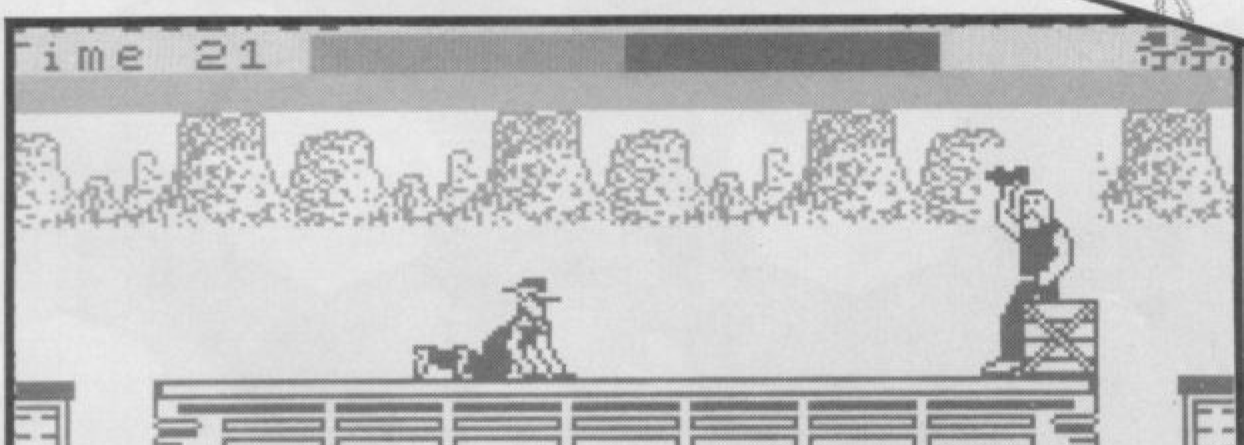
Again it's done against time. . . and there are other things to shoot at, like ducks carrying extra money and innocent bystanders – also carrying extra money.

Sounds pretty good, doesn't it? So why does it end up as a far from wonderful product? Well, the graphics must be the major factor. They are badly drawn and not very well animated. Would have been acceptable, say, a year ago – but not full-price nowadays. The playability of both sections is average rather than exceptional one way or the other, and while excellent graphics might have raised the tone of the whole thing, they rather let it down.

It's the first time that I've come acros Homegan Software – a Hungarian programming team, messrs Zadonyi *et al*, who did the conversion.

Express Raider isn't totally hopeless – but maybe they should hire an artist■





FACTS BOX

Coin-op conversion that's a mixture of various game types. Mediocre graphics make it not a vital purchase

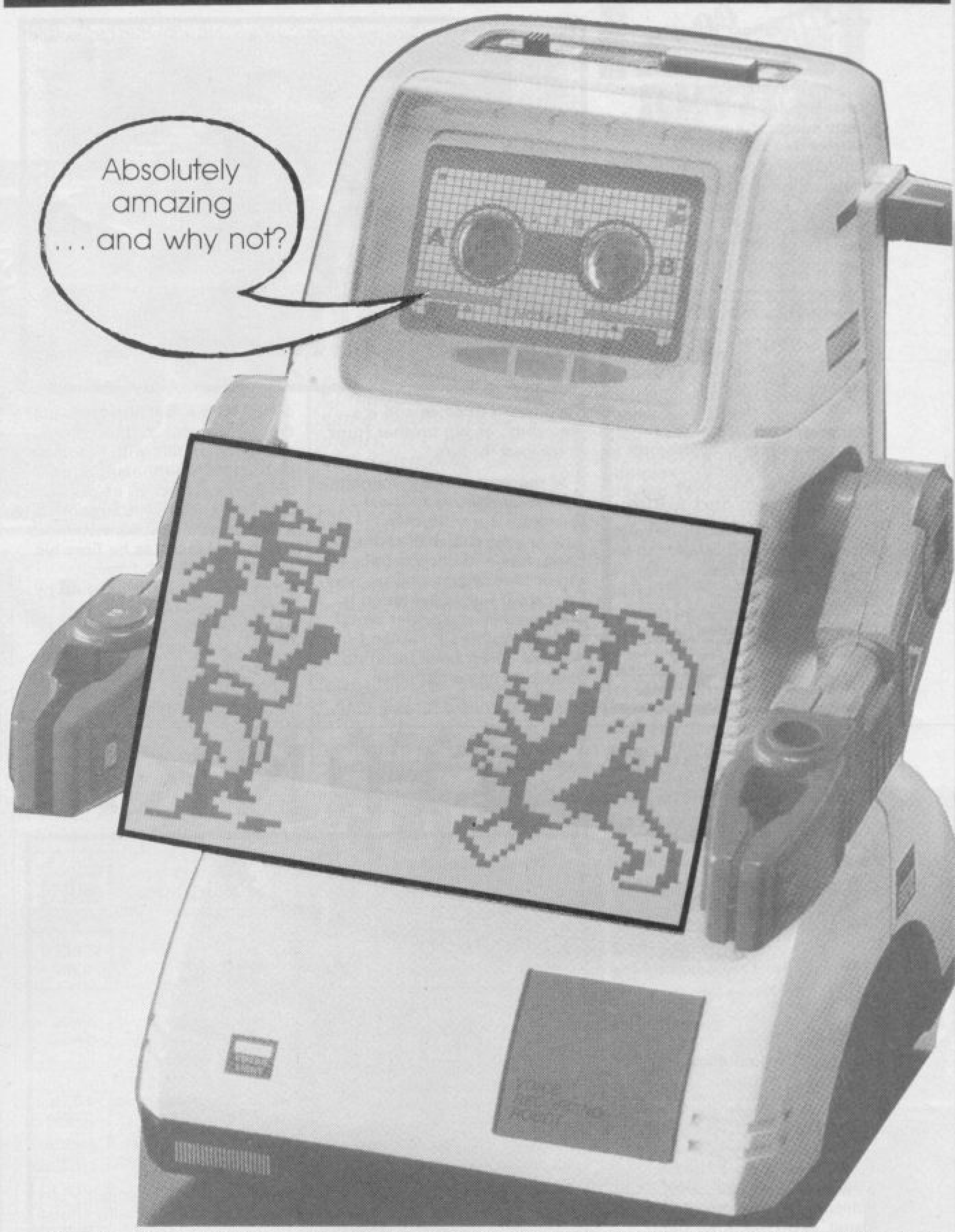
EXPRESS RAIDER
Label: US Gold
Author: Homegan
Price: £7.95
Joystick: various

Reviewer: Jack Daniel

★★★☆☆

SINCLAIR user

COMPETITION



Modern technology. It's great. Electronic wizardry, fast cars, space travel, vast stockpiles of nuclear arms. A dashed versatile thing technology. Almost as versatile – slick link appearing shortly – as a Chatbot.

Chatwhat? Chatbot, that's what. Absolutely flippin' amazing things, Chatbots. They're so lifelike it's uncanny. They can even talk to you! And none of this useless computer-generated speech either. Your Chatbot will perfectly emulate the dulcet tones of its owner by use of a fiendishly intricate magnetic-tape loop system.

Using hitherto unexploited methods, the Chatbot will record sound on to a cassette filled with brown tape, and it can PLAY IT BACK AT ANY TIME!! Revolutionary or what? (Are you sure about this – Ed)

Your Chatbot is no slouch around the house either. With just a small amount of modification (ie plugging the tray supplied into its cute little hands) it can be adapted to become a mini-waiter.

- Using the remote control unit, you can guide Chatbot around your living room (or any room for that matter, it's so versatile) and give it things to carry.
- Ideal for those tricky parties when you're just one pair of hands short – what do you do? You whip out your Chatbot.
- With the merest flick of a switch on the remote control, you can command the little marvel to trundle back and forth, serving drinks and saying useful things such as "Your crackers, Sir"

Melbourne House, being the epitomy of up-to-the-minuteness has given us a gleaming Chatbot so we can give it you you, in this rather splendid competition based on their equally gleaming new game, **Doc the Destroyer.**

Doc lives in a futuristic city (where you'd probably find the odd robot, hence the Chatbot. Good link eh?) and he's got to go through numerous ordeals in order to prevent the city from the impending disasters which always seems to befall places inhabited by superheroes.

We reviewed **Doc** last ish, and deemed it to be 'well worth the folding stuff' and now we're offering FORTY-ONE lucky winners the chance to have a copy free! The first prize winner gets the chatbot too! We must be bonkers...

What you have to do?

Answer the questions below and send them to I-want-an-electronic-gizmo-to-opress-and-dominate-what-does-this-say-about-my-character-compo, Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

Closing date June 25th.

Which of the Following Docs have NOT been made into computer games?

- ☐ Doc the Destroyer
- ☐ Doctor What
- ☐ Doctor Who
- ☐ Doctor Crippin
- ☐ Doctor I'mfeelinglike apareofcurtainsect
- ☐ Doc of the bay

Name..

Address......................................

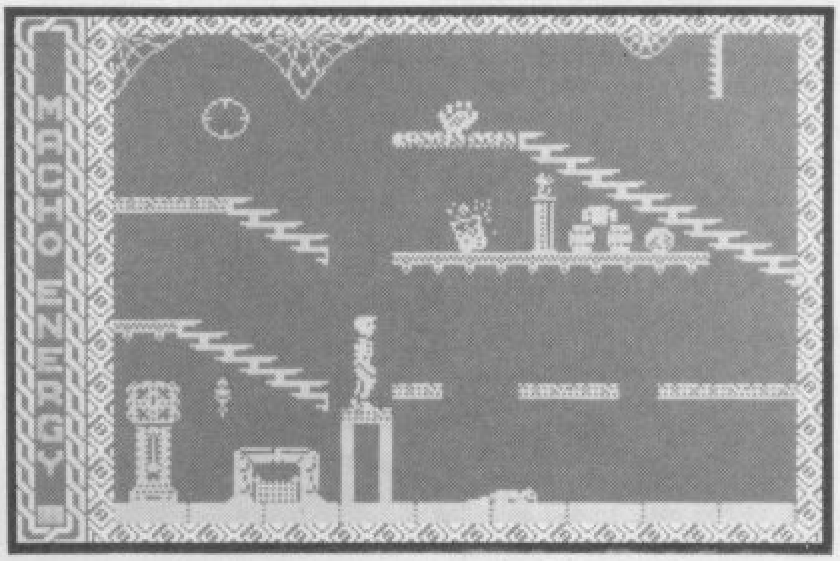
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GHOST HUNTERS

This is **Ghost Hunters**, where Rambo meets Dracula in a gruesome follow-up to **Vampire**, Code Masters' early, and actually pretty successful game.

Three days ago Professor Twilight, who owns Nightmare Mansion, offered your twin brother Chuck Studbuckle a substantial reward to rid his house of ghosts, ghouls and creeeepy things. Chuck's not been heard of since and it's your duty, as big brother Hunk, to go look for him.



At the start of the game, after a voice-synthesised 'Ghost Busters' – sorry 'Hunters' – you've got a choice of setting all characters and backgrounds in red or blue, depending on how good your telly's definition is, and whether you prefer blood or light. Authors Philip and Andrew Oliver have taken no chances with colour clash.

Hunk may be a muscle man, armed with a machine gun, but the terror meter at the bottom of the screen fills with blood as he bumps into monster upon monster until, when he's petrified, he dies. His strength is shown on the macho meter which decreases as he fires his gun and fights monsters. Strength can be replenished by drinking from bubbling cauldrons, yak.

There are several gothic stereotyped monsters which inhabit the 13 – at least I counted 13 – floors in the house. The plan of rooms etc is a sort of flattened version of the castle in **Cauldron**. There are bats which change into cloak-spreading vampires, zombies with arms outstretched, spiders which bounce down from their webs on the ceiling and crawly sneekers which slime over the floor.

All of them can be killed by pressing *Fire* and moving your gun's cross-hair over them.

You'll find your baby brother somewhere near the top of the mansion, but to get there you must use the lifts which are activated by picking up objects such as goblets of blood and scripts.

It's an intriguing dodge, collect, and climb game, a low-rent, very viable alternative to **Cauldron**.

I could even just about put up with those dread-awful horror cliches■

FACTS BOX

Big, smoothly animated graphics, and a chilling voice-synthesised 'Ghost Hunters'. Big value for money

GHOST HUNTERS
Label: Code Masters
Authors: Philip and Andrew Oliver
Price: £2.99
Memory: 48K/128K
Joystick: various

Reviewer:

★★★★☆

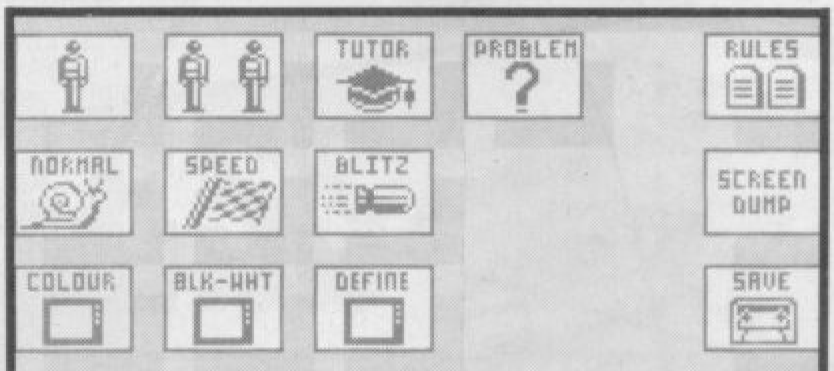
THINK!

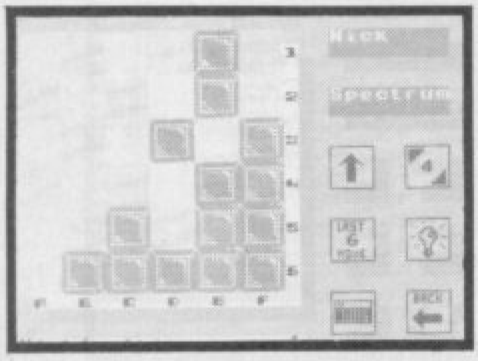
Think!, they said in the SU office. So I did. And after I'd finished thinking, about Life, the Universe and other such things, I got on and played the game from Firebird.

Think!, is not really a new game, it's a budget re-release. It got good reviews when it first came out, and it's going to get a good one from me now that it's selling for only £1.99.

It's a board simulation game. The idea is to place four of your counters in a line on the board before the computer or a human adversary does. A nice simple idea, and a nice simple game.

Playing the computer means a more taxing game, and, indeed, a greater possibility of losing. If, on the other hand, you don't manage to thrash your best friend, or even your pet hamster, then the Tutorial Mode offers helpful and friendly advice on how to win the next time.





As far as graphics go, **Think!**, isn't going to seem tremendously exciting. There are few moving parts, the most interesting manoeuvre being the trundling of colour counters across the board (yawn). But this is a minor fault, and you don't really expect anything more dynamic than that from a board game, do you? Do you?

Think! is, though, very neat, very slick and likely to keep the little grey cells ticking over■

FACTS BOX

Not a game to get over-heated about, but a neat on-screen strategy board-game. Simple but very effective

THINK!
Label: Firebird
Price: £1.99
Joystick: various
Memory: 48K/128K

Reviewer:

★★★★☆

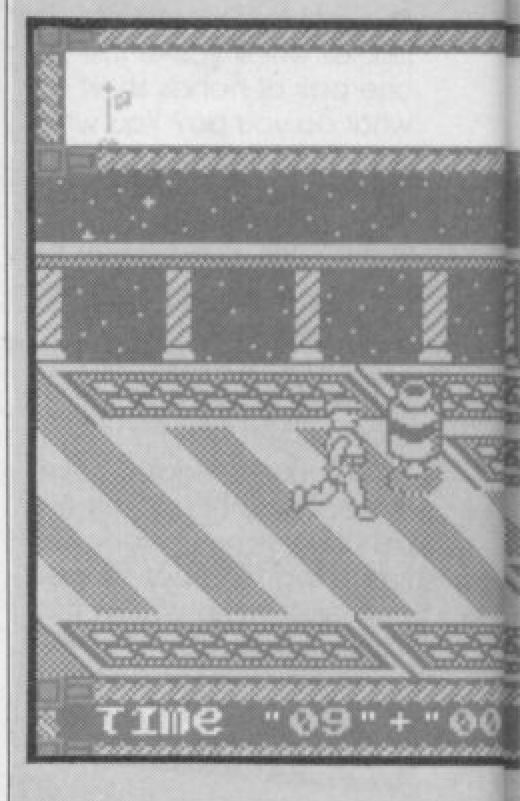
STAR

You may remember programmer Christian Urquhart from his stint at Ocean when he co-wrote **Daley Thompson's Decathlon.**

Well, since then he's moved into space, first with **Gun Runner** for Hewson (reviewed this SU) and now with **Star Runner** for Code Masters.

It's the year 2087 and time for the Olympics, which the Earth hasn't won for 19 years.

So, the people of Earth expect your best when you take part as a **Star Runner** in the space marathon – not just long distance running but hurdles as well. The joystick controls are simple enough. Left and right takes you across the track while



OCTAGON

BUDGET £1.99 £2.99 REVIEW

Most budget titles are joystick-jumping arcade games, so it's good to see, for a change, a strategy game for once.

Octagon is Alligata's first venture into budget software on the Budgie label.

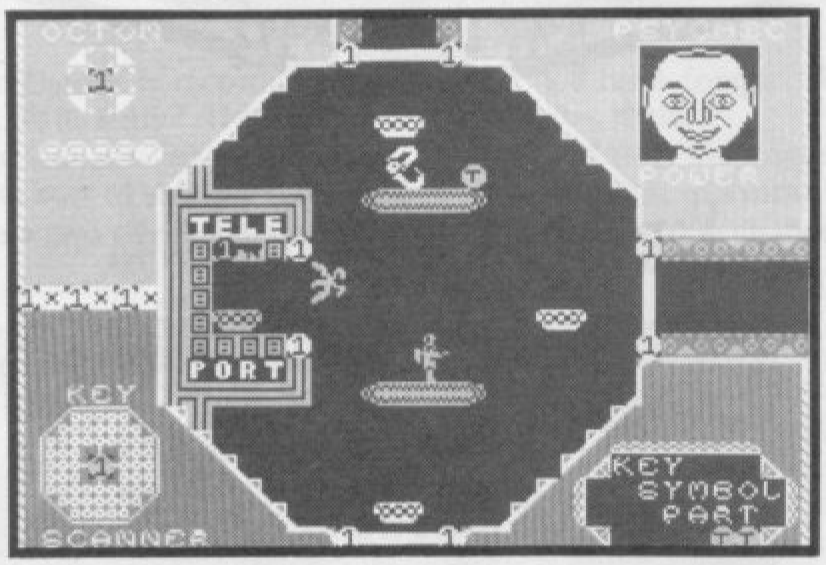
You – and up to three of your friends (if you play the multi-player options) have been put on ice and trapped inside a four level complex of 60 cells. All you have to do is rebuild the eight pieces of some mystic Octagon.

And all you have is a laser gun, some psychic powers which tell you where you are in the complex, and teleports which'll take you from one cell to another.

Each cell comes to life with two or three squirming monsters. Locate and pick-up the transporter globes from within the cell and carry each one in turn back to the transporter terminal. The blobby monsters fly along pre-determined paths and get in the way while you try to pick up the transporter globes. Shoot them and they'll disappear for ten seconds, giving you time to make a grab and dash. If they hit you they'll drain your energy and once that's gone it's back to Cell 1, Level 1.

If you collect four or more globes you move to the next cell, where you face more monsters, obstacles and globes. When you get through to the central core of the complex – which is a bit like playing TV's *Blockbusters* without the questions from Bob Holness – you move on up to the next level. Complete all four levels return to the outside world and that's it.

Octagon is an original and frustrating combination of strategic logic and arcade anarchy. I only have one complaint. Since there's no Sinclair joystick option and you can't redefine the key controls, you can't play it using a joystick with the 128K+2■



FACTS BOX

Compulsive strategy game with arcade elements. It's massive big and frustrating to play. Budgie's first success

OCTAGON
Label: Budgie
Price: £1.99
Memory: 48K/128K
Joystick: Kempston and Cursor
Reviewer: Jim Douglas

★★★★☆

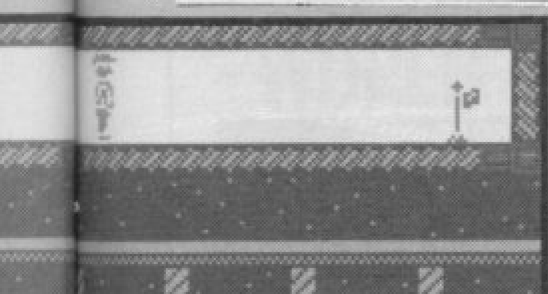
RRUNNER

FACTS BOX

3D space marathon with programmer Christian Urquhart on top form. Unlikely to take off as a real sport, though

STAR RUNNER
Label: Code Masters
Author: Christian Urquhart
Price: £2.99
Memory: 48K/128K
Joystick: various
Reviewer: John Gilbert

★★★★☆



forward thrusts you and fire makes your cloth-capped figure jump. There's no turning back.

The 3D course is set out a bit like Hewson's **Impossiball** but action is slightly jerkier. There *are* more obstacles through which to steer, though. For starters there are the knee-high hurdles over which you've got to jump. If you hit one at high speed your runner takes a tumble – the funniest aspect of the game.

Once past the hurdles you get a mixture of flame-filled pits, deep holes and slow-pads which reduce your speed. All can be dealt with by jumping but you can also move your runner left and right to avoid them. The course is mapable so it's not too difficult to work out where each obstacle will be on the next screen.

The obstacles you can't jump over you'll have to go round. They include a battering ram which knocks the wind out of you and blows you back on to the previous screen, and a robot which just obstructs your path. Toward the end of each level there are a series of teleports which take you back to an earlier screen and lose you time.

After you finish each level of this sprint-a-thon in space you're given a time and a score rating. If, however, you fall down on the job and don't get to complete the race, the auto-scorer comes up with a suitably sarky comment such as My Grandmother could do better?'

TUBARUBA

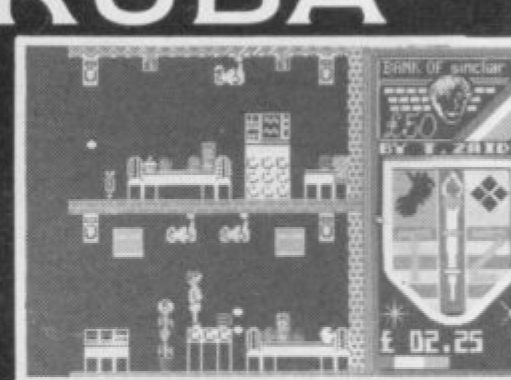
I expected Firebird's latest to be a flashy arcade game. After all, **Thrust II** was pretty fine. Instead, what I got was a lot of wierd metaphysical objects bouncing up and down in front of me.

The anti-hero of this piece – called **Tubaruba** incidentally – is an itinerant schoolboy who has smashed a school window, collect £50 to cover the repairs and form the basis for his end of term report.

Sounds fabulous doesn't it? But when I started to play the game I was treated to a flickery stick-insect of a schoolboy sprite and a group of performing tomatoes which bounce up and down on the screen so that more by luck than judgement you get to make your first £10.

Our schoolboy finds himself in some very psychedelic otherworlds. Was he on drugs? Was there some message in the graphics which I'd missed? The answer to those questions is no. **Tubaruba** is just another excuse for Firebird to release any old tat on its Silver label.

Worse – I found it difficult to get past the first three screens because those alien fruit take up most of the screen. The game's play logic was all to pot, and the player character couldn't seem to move into the main part of the screen without tripping over something■



FACTS BOX

Hugely disappointing Firebird release. There's infinitely more invention in the title than the game itself

TUBARUBA
Label: Firebird
Price: £1.99
Memory: 48K/128K
Joystick: various
Reviewer: John Gilbert

★☆☆☆☆

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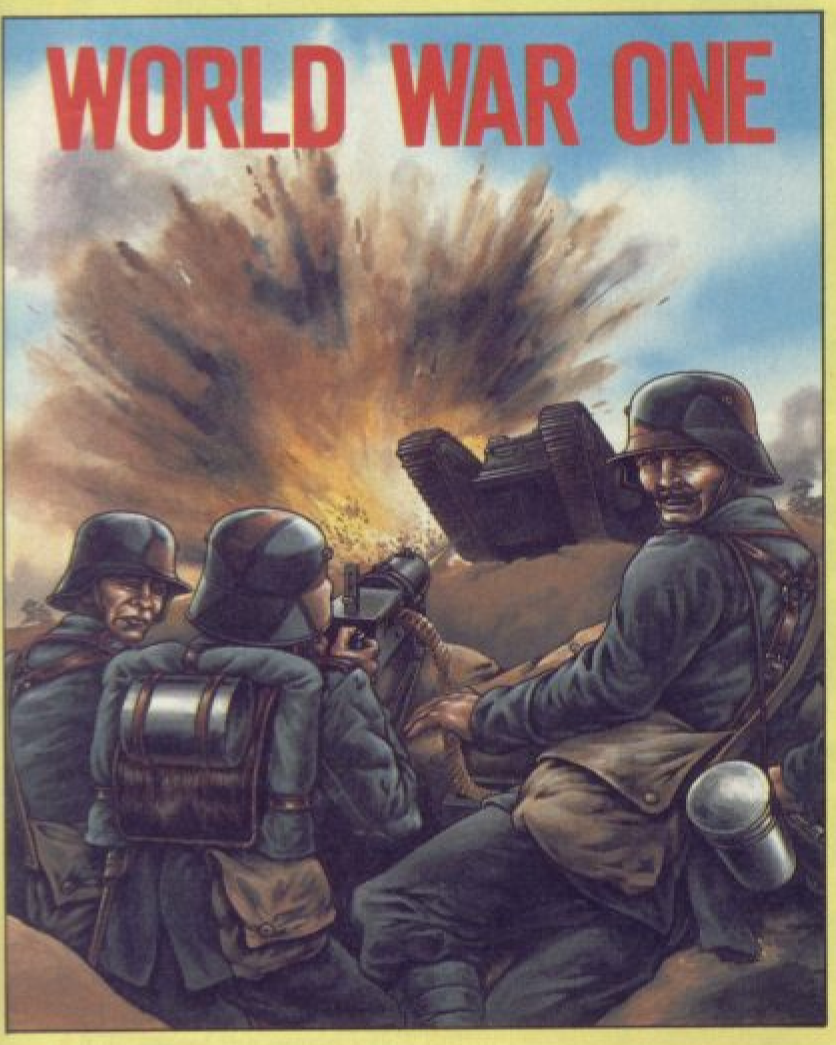
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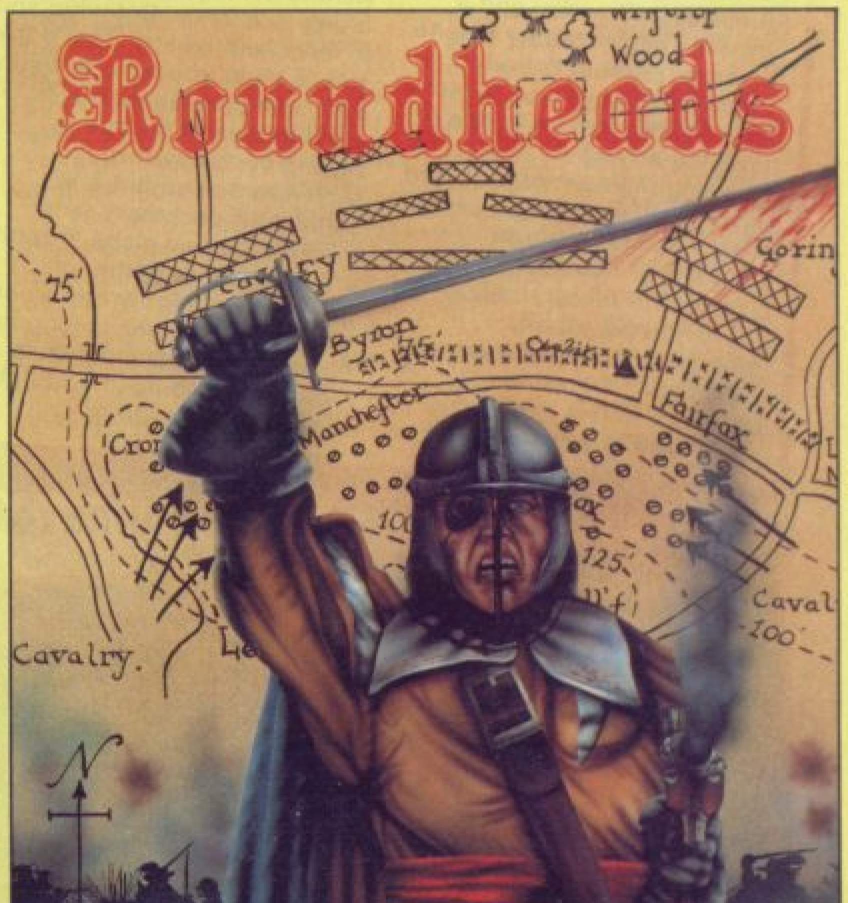
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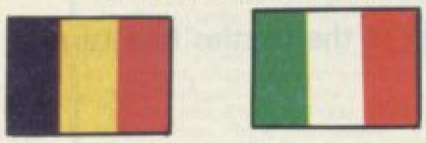
In the trenches, covered in mud, they waited to receive their orders. To crawl forward or to run back. If you had been giving the orders, would you have done the same as the Generals did between 1914 and 1918? Or do you have a different strategy?

LOTHLORIEN

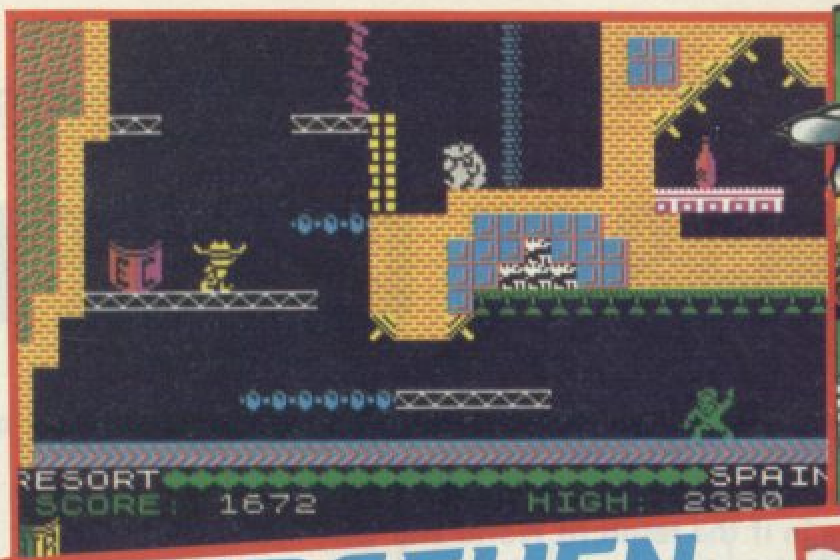
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BELGIUM ITALY





AUF WIEDERSEHEN MONTY



Monty is back. Never has a mole known such longevity. People expect certain things from Monty games, flying leaps and being squidged by giant steamhammers being two of them.

The good thing about all the Monty games is the way they have managed to take that basic **Manic Miner** format whilst ringing some fresh changes. In **Aufwiedersehen Monty** the novel ingredients are objects to be collected (linked via some excrutiating puns to various European landmarks) and a nifty little plan – Monty gets to fly across Europe. Provided, of course he managed to collect a ticket. Within the basic idea of travelling around Europe, collecting the right objects and taking them to the right places there are hundreds and hundreds of bouncing things, platforms (bouncy and non-bouncy, frogs, rabbits, impassable holes, assorted leaps (long, short and ludicrous) in fact everything you'd want in a good platforms and ladders extravaganza.

You want a plot? Oh well, Monty, is still on the run and is trying to earn enough money to buy himself a hideaway – a little island in the sun. Getting that money depends on Monty successfully completing a whole series of tasks in various countries around the world. For example, if Monty should manage to find the odd Mona Lisa knocking around, he might want to earn a bit of cash by taking to a fence. But what sort fo fence and where? That's the sort of thing you have to figure out... It is possible to travel around most of Europe by finding your way through it screen by screen but it is sometimes necessary (and quicker) to use a plane. Airports are found in a number of locations – if Monty has an air ticket. The air flight section is fun, the mole dons old-style flying gear and does dog fights over the clouds.

I won't repeat some of the jokes, but you can imagine that, given that there are such puns as the leaning tower of pizza – things aren't too highbrow... The placement of the platforms and the ladders is brilliantly infuriating – half the time it seems impossible and the whole thing is made even more difficult to judge because of Monty's peculiarly Supermanesque style of jumping (a sort of up, up and away leap) at 45 degrees.

I failed to get off the first platform for the first few goes but eventually managed to make my way through the first dozen or so screens. The first thing everyone who played the game did was drink the bottles of wine – this was a big mistake as Monty goes completely erratic and wanders about all over the screen (straight into a passing frog).

Monty is not original in design but is still incredibly inventive – more inventive than half a dozen superficially more original games.

If you ever liked one platform and jumping game – buy this it's one of the best and pretty funny too■

FACTS BOX

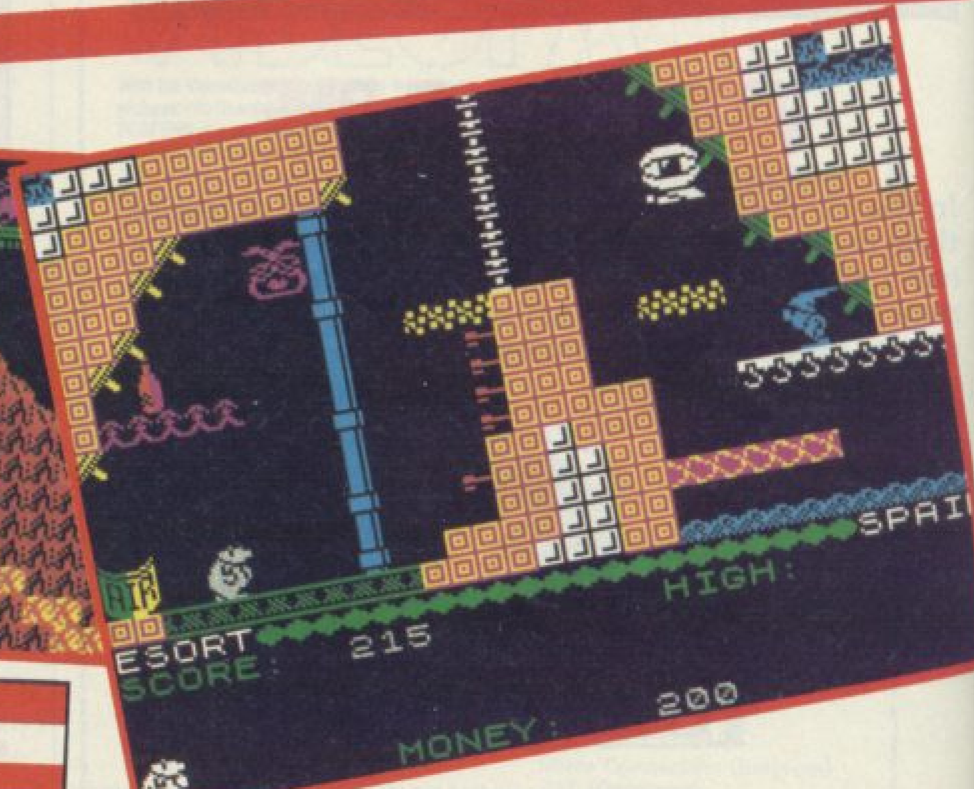
A Rolls-Royce platforms and ladders game with lots of nice ideas. Monty goes from strength to strength

AUFWIEDERSEHEN MONTY
Label: Gremlin
Author: in-house
Price: £7.99
Memory: 48K/128K
Joystick: various

Reviewer: Graham Taylor

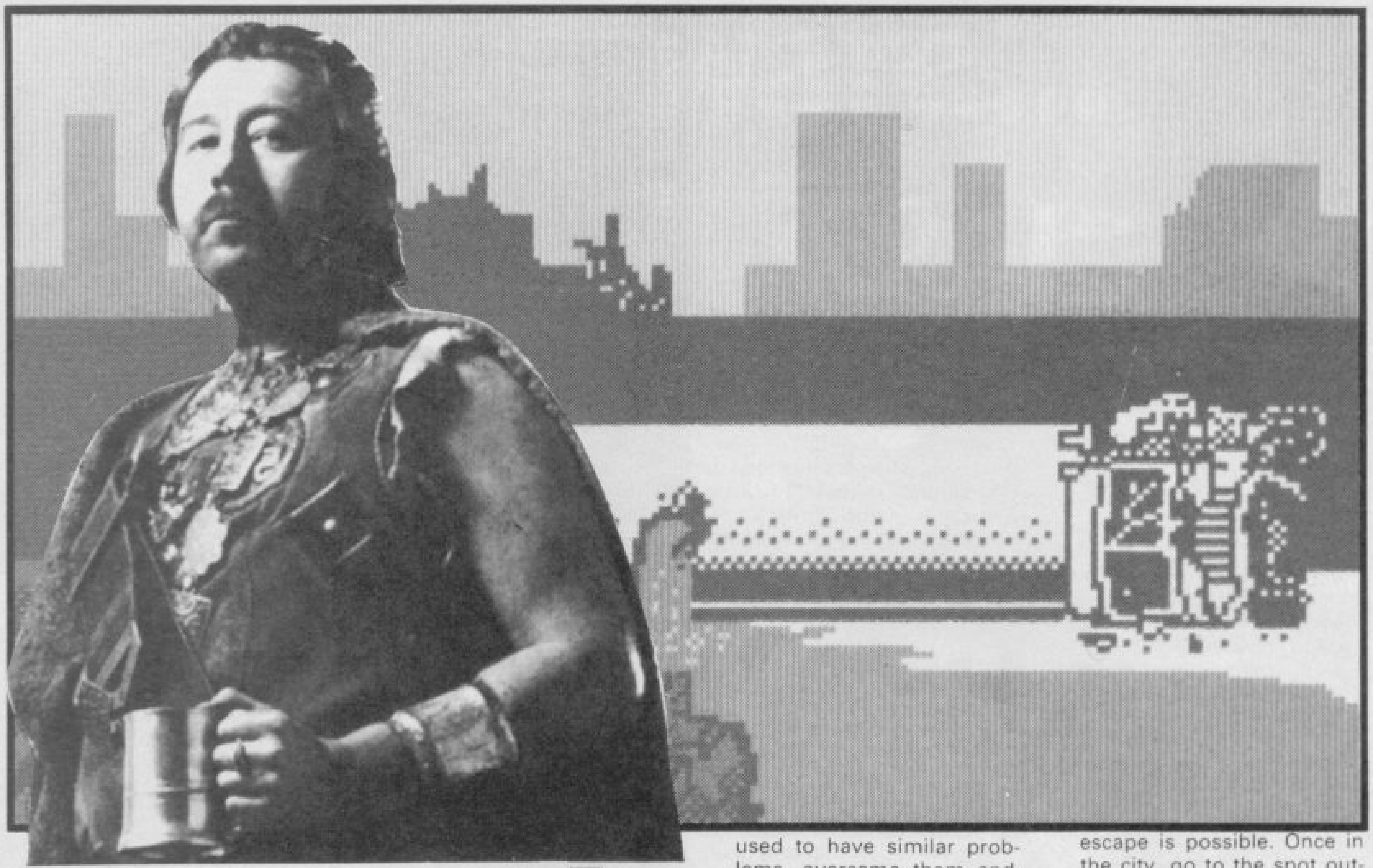
★★★★★







HOLLAND SWITZERLAND GERMANY AUSTRIA



GORDO'S HELPLINE

After being hailed as toy boy of the year by my grateful female readership, I've been having severe image problems.

Unlike Sylvester Stallone, my broadest measurement is around the waist rather than the chest and my new PR consultants, engaged at enormous expense, have ordered me to shed at least two stone before Easter.

They also suggest I use styling mousse for my unruly locks instead of the rancid yak's butter I've preferred for years.

It's tough – and expensive – being a sex symbol, what with the stretched limo, Italian thigh boots and several crates of *Eau Sauvage* after-shave.

Anyway, enough of the problems of the rich, beautiful and famous (preen, preen) and on to those of the adventuring world at large.

First, off to the post-catastrophe world of

Aftershock.

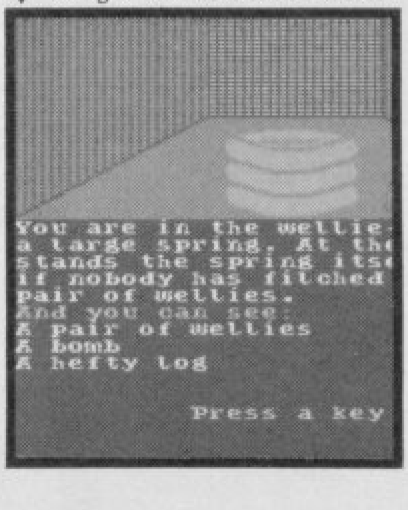
Stephen Keighley of Whitefield and Jean-Bernard Moens of Brussels both have similar problems early on in the action – they're firmly stuck in the lift. "I've discovered the panel," writes Stephen, "and that's where I stop. How do I open the panel and is it the way out of the building? What sort of words should I type in to play the game." As far as the words you should use are concerned, just using a verb and a noun will get you through. Sprinkle a few prepositions in like 'on' and 'with' occasionally too. You'll rarely need to worry about using complex sentences in Spectrum games.

Meanwhile, back in the lift... have a look around then 13,6,10 and remove the aforesaid panel. Having done this you should be easily able to climb out of the lift and head off D,S,W to find the isolator. Make sure you switch this off and then examine the workbench to get a torch. This should see you on your way to continuing the game. Joe Tinney of Uddingston, Glasgow used to have similar problems, overcame them and, along with TR Beadon of Letchworth is "now stuck down the sewer in Scott St. I have a handle and a bottle of oil but I can't get the sluicegate open. I've connected the handle and tried greasing, emptying and many other things but the gate won't open. Can you help?" Willingly gents. The main problem here is one of finding the right words – sometimes an infuriating thing in adventures. What you must do is 15,7 and then 1,17. Now open the sluicegate.

Signor Beadon has a few other complications in his life, starting with

Very Big Cave Adventure

where he can't escape from Gotham city after being transported there in the Batmobile. This sequence is quite complicated so I'll try to summarise it as briefly as I can – there are a number of things to be done before escape is possible. Once in the city, go to the spot outside the infirmary and examine the bubbles, then get the canister. Now go to the Study Area where an exploration of the desk will deliver you a box with a pellet inside. Stroll over to outside the gallery. As long as the newsboy is still referring to the Jester being on the loose go into the gallery. Wait until the Jester appears and open the valve on the canister. This will send you back to 'the heart of Gotham city' where you drop the canister and go to the back alley. Examine the wall, go up and switch on the searchlight on the roof. Get the nail file in the museum next and then steal the tiara from the jewellers. Go out and N and then wait until someone appears – he'll return you to the Bat Cavern.



Action time now on

Rebel Planet

which is turning up quite a number of cries for help lately. First, though, a snappy solution to the game from John Docherty of Greenock – basically a way of avoiding all hassles. Says John: "Fly to the third planet and, when outside the building, type 101, type 010, type 101. Now remove the lincom, remove the back and kill the guard. Examine the armoury and take the battery and the elmonite. Now go to the Queen Room, implant the battery, drop the elmonite and go down. The queen will be blown up and that's it finished!"



GORDO'S HELPLINE

Fast and dirty this, though it doesn't quite justify the large number of pennies liberated from your piggy banks to buy the adventure. John has also tried the hard way round however and asks where to find the deltractor – try the cos-map, N, NE from the sewer cover. "Is there a way," asks Michael Palmer of Newquay, "to stop the hotelier in the Trosleeze Hotel from dying? Secondly how the hell do you get in the sewers?" I've not heard of any way to save this character's life yet but remember to help the wounded amongst the carnage, examine a fist and even the desk. The sewers are a topic we've covered before – you remove the sewer cover in the visiphone with a deltractor. From Coimbra, Portugal comes a longish list of questions. Paulo Cavadas asks "What use are the droid and the power pak and how do I insert the fuel capsule in the jet to make it work? How do I use the infra-red scanner and what is the point of the message from the Resistance – is it connected with the orbs above the Arcadian temple door? Finally, where's the crystal?"

The droid is programmed to maintain the star-ship Caydia – there's also a dustman droid in the game which cleans things up and can't be captured. The power pak, when it's attached to a suitable wire, will help to disable an obstructive fence. I don't think you're on the right track with the fuel capsule – my information tells



me that it's practically useless except to fuel a rat-trap. Try using the tin – this should get the jet going properly.

The infra-red scanner will come in useful in a dark spot – so try viewing it in a dark cavern. As to the message, yes, follow what it says after you've taken a look at the Tropaean temple with five circles over the door. The crystal? It's in the museum.

Signor Beadon from Letchworth is having problems with part of Rainbird's **Silicon Dreams** trilogy.

THE QUICKIES

DRACULA: Craig Hopper of Grangetown, Middlesborough asks: "In Part 3 how can I open a door which has a lock or handle?" You probably would find a key quite useful in this. Go to the study and 12,9. Get the notes you see and 12,9 again – the key will be there beneath the spot you found the notes.

LORDS OF TIME: A Jones from Coventry can't find the sword which he suspects is used to do in the Black Knight. Quite right – the Snow Queen will give it to you. You'll have to free her from the ice-cube by breaking it. Search the throne room in the Ice Age period. But remember, you don't use the sword – it has to be given to the Prince. Let him do the bumping off.

EYE OF BAIN: From Warrington, James Harper seeks to know how to make yet another sword. "I have the blade but I can't find or make a hilt. Also how do I board the pirate ship without being clapped in irons all the time?" Once you've found the blade go *Up* twice then 1,4 and 18,5 – the first instruction is important as it stops you falling. Once you've got the hilt, make the sword. To beat the pirate, kill him with the scimitar from the desert tent.

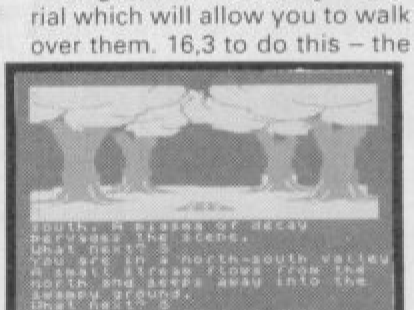
TOWER OF DESPAIR: "How do I get past the Demonkin?" whimpers Stefan Karlsson of Sweden, "And, about your age – are you 17 or 19?" Just 21,14 to do in the Demonkin, my son. Am I 17 or 19? Yes, give or take a few decades. Adds the Swede, "I'd vote on you for Mr Universe if you could take those clothes off!" This is getting ridiculous. . .

IMAGINATION: Mark the Mighty of Weston-super-Mare asks how to enter the citadel. Not yet having played this I'm none too sure what conditions may apply at this point but, according to Sandra Sharkey's solution, after pinching your arm and typing two you should be able to go N and simple *Enter Citadel*. If anyone also has the code for the 3rd Part of Fourth Protocol, drop Mark a line at 19, Brookland Road, BS22 8LS.

HAMPSTEAD: Bob Smith of Norwood Green, Southall scribes thus: "How do I get the house in Hampstead as I can't find the money to buy iy and how do I get a job from the bank?" Both things are connected, Bob, but the job has to come first. If you've got the tie from Justin Perrier and the credit card from the park bench you can then buy a suit from the tailors in town. Wear it and then find the club. Answer the questions correctly, 11,19 and you're employed. Be horribly devious and disloyal from now on

Adventure Quest

young Beardon is even worse off – "I'm down in the Hell-hole and can't get past the hot coals W of its bottom." Decidedly unpleasant situation, mate, which can best be resolved by finding some insulating material which will allow you to walk over them. 16,3 to do this – the



object can be found half way up the path around the volcanic crater.

PRICE OF MAGIK

is also causing Beardon problems. "I can't locate the crystal ball or the staff and the bat won't help me get the wheel."



Now the crystal ball has to be reated in the cold store which is S,S,NW,S from the rock-walled room. You must take the monkey with you as it has an essential though highly painful part to play in the creation of the ball. I won't say any more than that for fear of giving the game away. Go through the Glowing Gateway to get the unfortunate beast. The staff is easily missed and requires a bit of lateral thinking – using any weapon you need to 20,2,8 at the starting location. The bat won't be easily persuaded and you must find the *Hyp* spell to get it to do you bidding. To learn the spell you should examine the inscription high up in the Arch-roofed corridor. Cast *Fly* to reach it. The focus for the spell is the staff.

ADVENTURE FANZINES

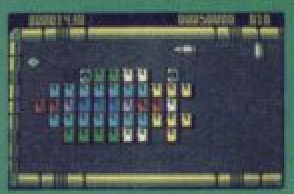
Everyone who is anyone amongst this elite, of course, scans the pages of this mag but there are also a lot of us who belong to adventuring clubs or subscribe to more dedicated fanzines. A selection have come my way over the past few months so I thought I'd pass on the details.

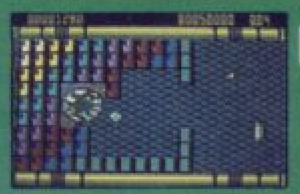
● Sonia Griffiths-Glover runs *HALA – Hints Archive for Lost Adventurers* – from 38 Bellfield Drive, Willerby, Yorks HU10 6HQ, offering a mixture of clues and solutions for over 350 games. The club has been running since March 1985 and boasts a membership of around 140 souls. Like most of these clubs it depends on its members interacting with each other. If you're interested write to Sonz for terms and fuller details.

● *What Now? – The Adventurers Handbook* appears every two months and features a medley of adventure news, reviews, solutions and contact small ads. It used to be the standard photocopied type of production but, from Issue 15, it's gone more up market with proper printing and card cover. The latest ish runs a solution for that ancient but frustrating bugbear, **Denis Through The Drinking Glass,** as well as more modern offerings. Six issues will cost you £8.25 from H & D Services 1338 Ashton Old Road, Higher Openshaw, Manchester M11 1JG.

● *Adventure Probe* – which I've mentioned before – is the adventure news, views and help section of a pair of sister booklets – the other being *Adventure Contact.* There are small ads, maps, serialised solutions and even a telephone helpline system along with names and addresses of dedicated helpers. Run by the ever-helpful Sandra Sharkey (thanks for the **Imagination** clues, Sandy) the fanzine costs £1 per single monthly issue of £9 for an annual subscription. Contact Sandra at 78 Merton Road, Highfield, Wigan, Lancs WN3 6AT.

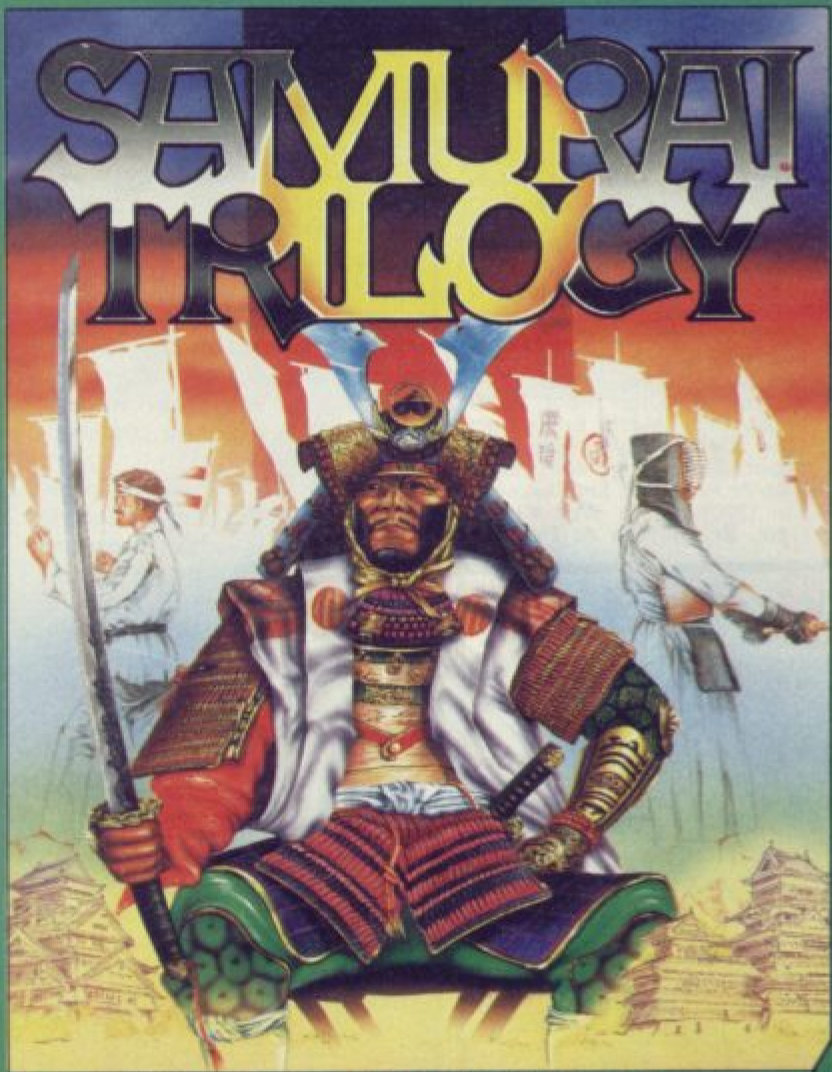
Software...





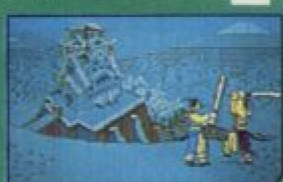


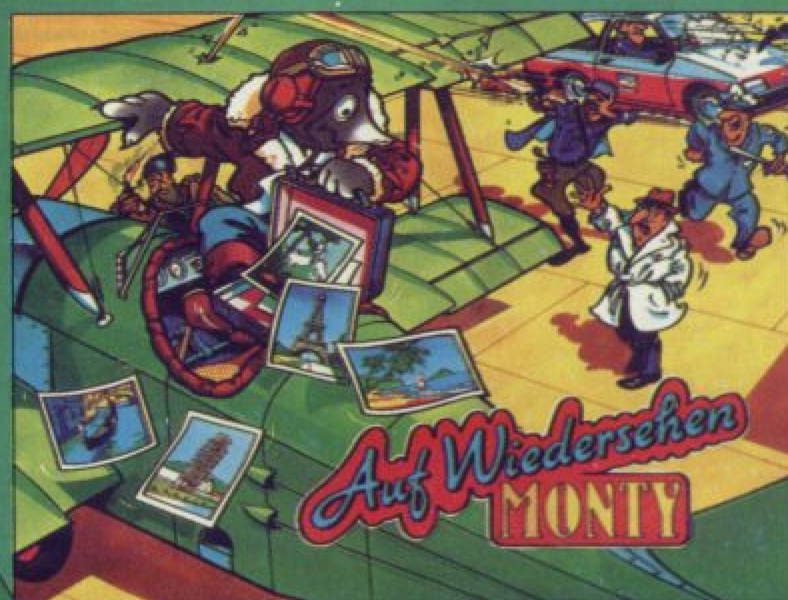
Welcome to the ultimate challenge! A two way test of skill and nerve – can you out manouevre the awesome ogre and blast a path through the myriad of colourful bricks? Are your reflexes adept enough to retrieve the speeding missile, defelected from its block shattering journey or regurgitated contemptuously from the ogre's mouth?



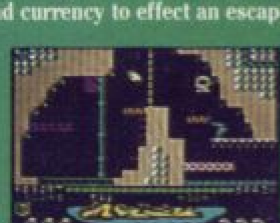
In an age in which honour was revered, from a time when grace and beauty were virtues, a class of warriors set themselves apart to dedicate their lives to a perfection in combat that in itself was an artform, to a discipline of mind that became a religion. The attaining of such excellence required an extraordinary diligence in self-denial and training in order to achieve the ultimate accolade 'War Lord'. Kendo, Karate and finally Samurai are the tests that must be mastered before such honour can be bestowed.

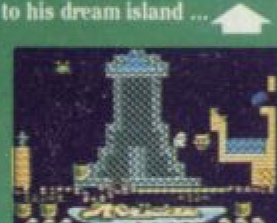






Monty the Mole is still on the run on his most exciting and exacting journey to date, a whistle stop tour of the capitals of Europe, acquiring more than just the local scenery on the way. With Intermole and the local gendarmes hot on his tail Monty must fill his booty bag with enough continental treasures and currency to effect an escape to his dream island ... Montos.





that's out of this world

GREMLIN

KRAKOUT
CBM64/128 £9.99 Tape £14.99 Disk
Spectrum £7.99 Tape
Amstrad £9.99 Tape £14.99 Disk
MSX £7.99 Tape

AUF WIEDERSEHEN MONTY
CBM64/128 Amstrad £9.99 Tape
£14.99 Disk. Spectrum £7.99 Tape

SAMURAI TRILOGY
CBM64/128 Amstrad £9.99 Tape
£14.99 Disk. Spectrum £7.99 Tape

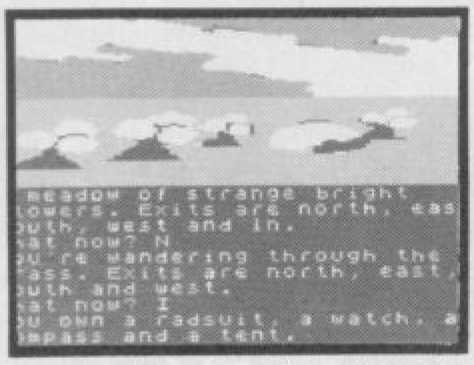
Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS England.



GORDO'S HELPLINE

Lords Of Time

"After solving a few early problems I had my ego deflated when I came across the bunch of keys out of reach under the



shed door. I can't get 'em out though I have the lodestone/ magnet from the Narcissus. I'm hoping there's something handy in the shed that'll catch the willow's tears – I think I need them to reach the next time zone. The Tooth Fairy won't let me have the penny as I have no tooth and I can't move the Porsche. Help!"

Anything to oblige another portly bloke, Will. You're right about the lodestone – it will attract the keys if you 14,2 and lets you in the shed. What you find there isn't exactly something to catch the tears but it is a way of getting one. Also try waving the valerian at the tree. By the sounds of it Big Will thinks he can't travel across time zones without certain objects. Indeed he can – by turning the cog in the clock to the desired point and pushing the pendulum to open the door. Only by doing so will Will get a suitable tooth for the Fairy – there's a toothachey tiger in the prehistoric zone who won't mind having one pulled. Do remember to carry some food for the beast though, otherwise it may well decide to nibble you first. The Porsche? I don't know if you can move it but you should search it.

The definitive Spiderman map▶

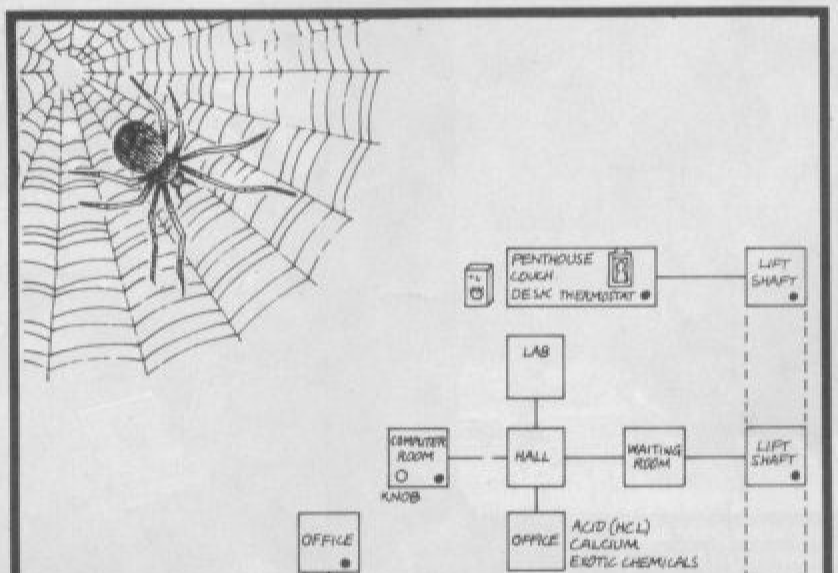
Philip May of Cardiff asks a number of questions about

Spiderman

And it just so happens that this month's complete solution and map is for the very same game. The solution is as follows. The map is – well – wherever The Mad Celt chooses to put it really.



Walk walls, W, Examin Crib, Take formula, Examine Crib, Take 1st Gem, E, Walk floor, N, N, Drop Gem, Drop Formula, S, S, E, Open Doors, Enteer Shaft, Examine Shaft, Examine Niche, Take 2nd Gem, U, Examine Shaft, Examine Niche, Take 3rd Gem, U, Examine Shaft, Examine Niche, Take 4th Gem, Push Shaft, U, Examine Shaft, Examine Niche, Take 5th Gem, W (Penthouse), Lower thermostat, Lower Thermonstat, Read Thermostat, Open Desk, Take 6th Gem, Take Painting, Pull Painting, Take Paper, Read Paper, Drop Painting, Enter Shaft, D, D, D, W, W, N, N, Drop Gem (six times), S, E, Take Aquarium, W, S, E, Enter Shaft, U, U, U, W, Raise Thermostat, Empty Aquarium, Take 7th Gem, Drop Aquarium, Lower Thermostat, Take Desk, Take Couch, Enter Shaft, D, D, D, W, W, N, N, Drop Gem, S, E, Take Statue, W, S, E, Enter Shaft, U, W, Drop Statue, Drop Couch, Drop Desk, Enter Shaft, U, W, W, Close Eyes, W, Push Knob, Turn Knob, Open Eyes, Take 8th Gem, Type Run (£950), E, S, Take Acid (NCl), Take Calcium ($CaCO_3$), N, N, Mix, Take Calcium (Call) S, S, Take Chemicals, N, N, Make Web, Drop Paper, S, E, Enter Shaft, D, D, W, W, S, Drop Calcium, Exam Corners, Take Gem. N, N, N, Drop Gem x 2 (Save Game), S, Shoot Web at Gem, Take Gem. N, Drop Gem, S, S, S, Take Corners, N, E, Enter Shaft, U, W, Take Desk, Take Couch, Take Statue, W, Enter Roof, Open Mesh, Drop Mesh, Enter Duct, Take Gem. Exam Fan (500) Shoot Web At Fan (400), Shoot Web At Fan (300), Shoot Web At Fan (200), Shoot Web At Fan (100), Shoot Web At Fan (50), Shoot Web at Button, Enter Fan, Take Gem. (Save Game) D, D, D, D, D, Get Octo, Hit Electro, W, Read Dial, Drop Corners, Drop Statue, Drop Desk, Drop Couch, Take Gem. E, Exam Electro, Take Gem. Exam Octo, Take Gem, Take OCto, Take Electro, W, Drop OCto, Drop Electro, Read Dial (957), E, U, U, U, U, U, Enter Fan, D, Feel North, Take Gem. S, Feel South, Take Gem. N, E, E, Enter SHaft, D, W, W, N, N, Drop Gem (x7) S, S, E, Enter Shaft, U, U, W, W, W, Type Run, E, E, Enter Shaft, D, W, W, Enter Roof, Enter Duct, Enter Fan, D, D, D, D, D, Take Newspaper, Open Newspaper, Take Gem. U, U, U, U, U, Enter Fan, D, D, E, E, Enter Shaft, D, W, W, N, N, Drop Gem, Score, "MICAH" 100%



INFORMATION EXCHANGE

● Marcus Beer, 76 Longley Rd, Milton Regis, Sittingbourne ME10 2EN will help with **Eureka, Boggit, Valkyrie 17, Sherlock, Zorkl and 3, Hobbit, Terrormolinos** and a few others. In return he needs aid with **Questprobe 3** – he keeps getting smashed in the shaft.

● Colin Walsham has completed all the Delta 4 sagas, **Gremlins, Claymorgue, Sherlock, Robin of Sherwood.** Send an SAE plus a twenty pence coin with your queries – as many as you like (within reason, says Col. Hal) – to 62 Leighwood Avenue, Leigh-on-Sea, Essex SS9 4LG.

● From Cyprus, Con Markides of 2A Rega Fereos St, CBC Area, Nicosia is peeved because Luxor is constantly losing riders as he leaves the gates of Varenorn in 'Doomdark's Revenge' – thus ending up dead quickly. Please write and help him.

Thanks due this month to Lawrence Moon for 'Bugsy' clues, Darren Riley and Richard Ambridge for the **Zzzz** tips and also to Michael Lewis for hints on **Fairlight.** See you next moon, chums.

Tootle Pip■

GORGEOUS GREATBELLY
Landlord

GREATBELLY'S THINGY

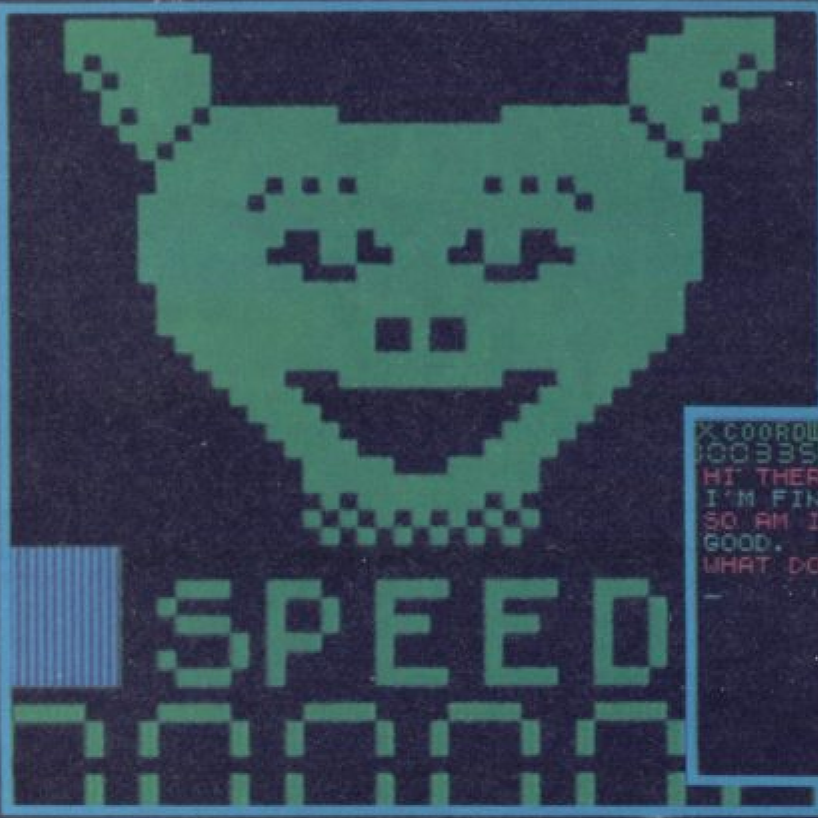
1: DROP 2: THE 3: CLOAK 4: POLE 5: ALTAR 6: ONTO 7: MECHANISM 8: VINE 9: DESK 10: CHAIR 11: GET 12: LOOK 13: CLIMB 14: TALISMAN 15: LUBRICATE 16: THROW 17: BOTTLE 18: EXAMINE 19: LETTER 20: CUT 21: POINT

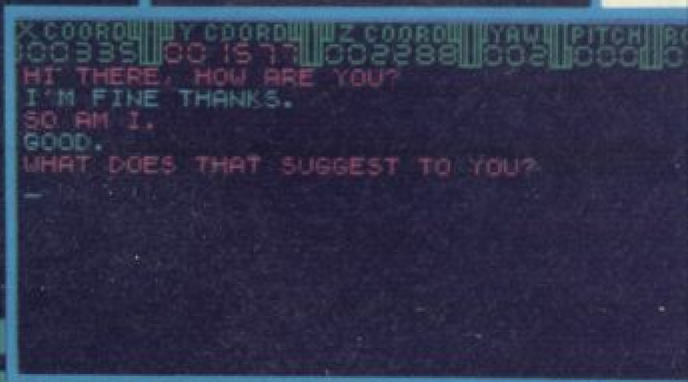
STRATEGY SIMULATION REVIEW

Enterprise – what a wonderful title for a game in these progressive times of the true-blue entrepreneur. Set your self up in business, apply for several million pounds worth of grant from a regional development council, get a workforce of YTS trainees in, exploit them, and then see how fast you can do a runner to the Seychelles. Right? Wrong – if only.

In fact, **Enterprise** is a variation of that old game **Trader** –admittedly with a few flashy bits bolted on – but ultimately not as satisfying. Sort of **Elite**-ish, but not that good.

What has happened is that having just got out of jail for transgressing some trivial law or other (well, borrowing some money from a bank without asking), you're looking for a way to make your fortune. Obviously, you've decided to go straight, and it's off into the





ENTERPRISE

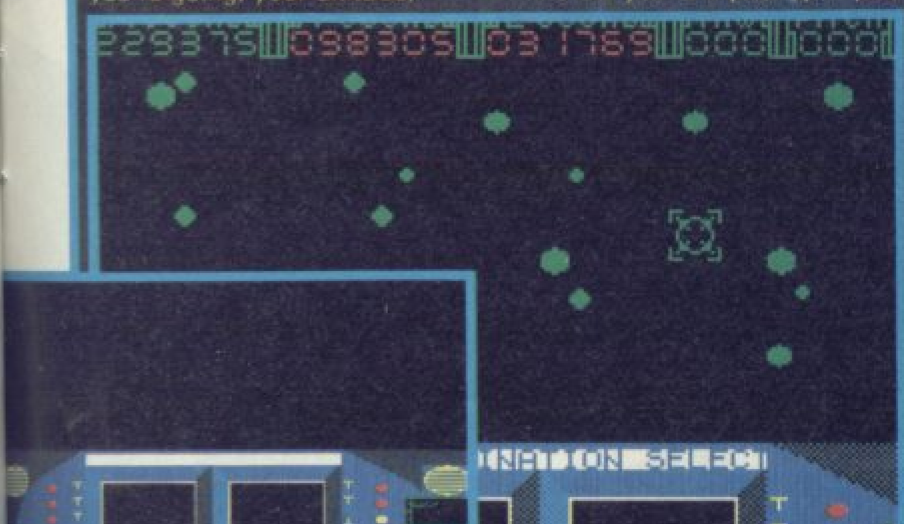
wide open reaches of the galaxy to wheel and deal, dodge and weave, duck and dive, apples and pears, trouble and strife, etc, to make yourself an intergalactic pony, so as you can retire to the Paradise Planet.

The problem is that because of rampant inflation, the amount of money you want to make to win the game, goes up dramatically with time.

You begin orbiting a planet and admitedly the graphics on this phase, and almost every phase come to think of it, are quite pretty. The main section of the screen is made up of mono dots, but it's very effectively done, so the planet turns around quite neatly in a sea of stars.

Below the main display are gauges showing how fast you're going, your altitude, amounts of fuel on board and total time elapsed. Above are shown your co-ordinates, plus the pitch, yaw and roll of your craft. All jolly helpful. You accellerate/decellerate by pressing *Fire* and moving up/down . . . so off you go to land on the planet. Unless, that is, you'd rather check out other systems, in which case you can press *M* to display a map of the nearest stars.

You dial up information on each system by moving a cursor over a star, then pressing *Fire*. Then you get a full screen's worth of data showing its co-ordinates (irrelevant), distance from your present position, then the four ratings of Economy, Helpfulness, Honesty and Mineral Base. The latter tells you which type of the 16 minerals you will pick up if you buy metals on that planet. If you want to visit said planet, press *H* for hyperspace and you'll be deposited within the system.



FACTS BOX

Trading game with some reasonable graphics and an Eliza program bolted on. Lack of combat means it's boring

ENTERPRISE
Label: Melbourne House
Price: £7.95
Author: IC&D
Memory: 48K/128K
Joystick: various

Reviewer:

★★☆☆☆

Accellerate towards the planet and the screen will change to a visual representation of the planet surface itself, again in mono, with a foreground of dots (showing things like the landing strip, etc) and a background of mountains. They call this bit a flight simulator . . . something akin to comparing a cream egg eaten at a bus shelter to a five course meal at The Ritz. Not that there's anything specifically wrong with that – but a full blown flight simulator it isn't.

Once you land (don't forget to put the landing gear down, will you), turn the engines off and you're immediately in text communication with a little green alien (shown weebling away in the bottom bit of the screen).

Text communication . . . come on. It's an **Eliza** program – the sort all of us have typed in at one time or another from a mag, and been massively unimpressed with.

For those who've had their heads in a bucket for the last few years, **Eliza**-type programs attempt to have a conversation with you – responding to stuff that you type in. Generally they are infuriating. This one, high-cal though it may be, is no different.

You have to try and trade with the aliens via this method, and it's dashed hard work, even using the ten or so preprogrammed phrases that are brought up by pressing *Symbol Shift*, plus a particular letter.

OK, so you buy the minerals (flood, or fuel, or insurance . . . yet, insurance), get your repairs done (hard landing was it?) then off into the wild blue yonder to try and make a trading profit on another world.

So what about the combat, ah . . . surely must be some combat somewhere.

No. No combat.

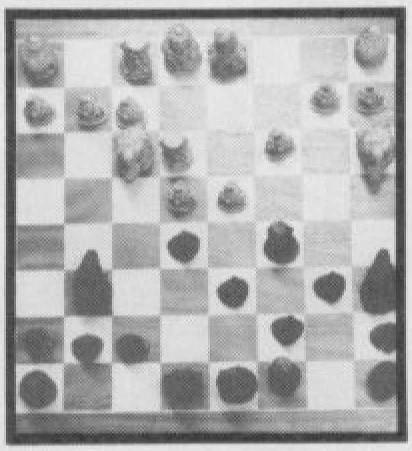
No blasting – a feature that might have livened the proceedings up a little.

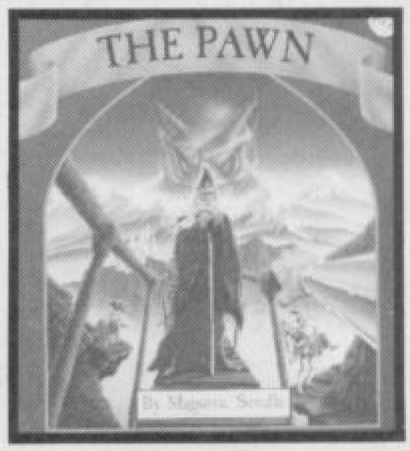
Over five billion worlds to visit they say. I'd be surprised if you made it to more than three.

Enterprise isn't Melbourne House's finest hour■

COMPETITION

THE PAWN



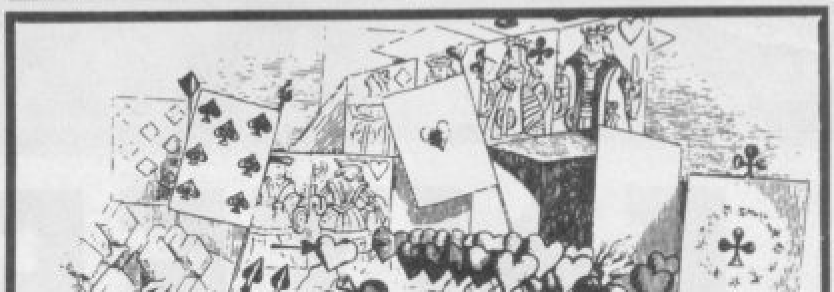


How do we do it? Yet again SU offers you a competition with prizes, the like of which you have never seen before, and which you will probably never see again.

This time it's based on the Classic-rated 128K game from Rainbird, **The Pawn**. It's actually a bit of a breakthrough in adventure intelligence programmed by Magnetic Scrolls. If you read the January issue, which of course you did, you'll know that we thought it was pretty good, and we know that you'll agree with us, because that's the sort of people you are. Anyway, Rainbird has now got itself together and the game's actually out.

This is not a competition about little pink fishy things *(those are prawns – Ed)* but a competition about chess sets. That's because the prizes go something like this:

- The first prize winner will walk away with a superb Alice in Wonderland chess set (check out the picture) and their very own (no sharing) copy of the 128K-only title.
- Five second prize winners will receive a normal non-Alice in Wonderland chess set and a copy of the game.
- Not to mention the five third prize winners who will also take away a copy of the game. Is there no limit to our *(actually it's Rainbird's – Ed)* generosity?





WHAT TO DO

All you have to do is this. Answer the questions, fill in the coupon and send off to us* at Sinclair User, 30-32 Farringdon Lane, London WC1R 3AU and mark you entry, clearly, **Alice**.

- a) In Alice in Wonderland, what does the Mad Hatter have written on his hat?..............................
- b) How many black squares are there on a chess board?..............................

Coupon

Name ....

Address..............................

....

....

*EMAP and British Telecom New Info bit employees just can't be winners.

the sentinel

How to enter*:

Fill in the coupon below and send it to Peculiar Thing, Sinclair User, Priory Court, 30-32 Farringdon Lane, London WC1R 3AU.

We called it extraordinarily peculiar in the last issue, so this competition is a little strange.

We're talking about **The Sentinel** here, and you may remember that as well as being extraordinarily peculiar, it was also rated a Classic, which pleased Firebird a little. So much, in fact, that what is probably going to be the most extraordinarily peculiar competition of the decade, we're giving away, wait for it, some prizes.

Not just any ole prizes you understand but special extraordinarily peculiarly yet totally cool hand-painted **Sentinel** badges to the first twenty people who answer the following slightly odd question correctly.....

Question

What is the correct meaning of the word Sentinel?

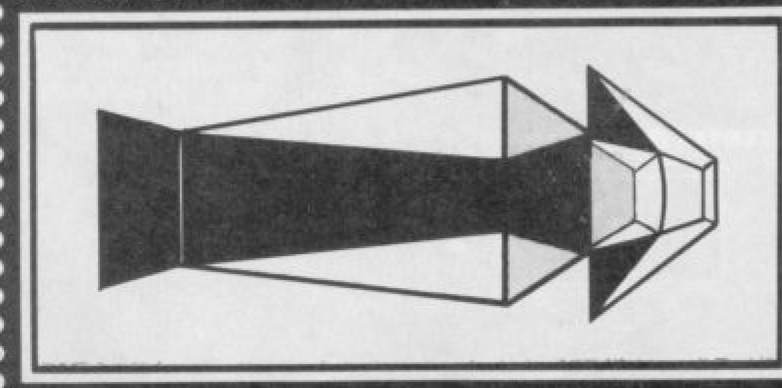
Is it:

a) The sort of feeling that makes you go around with a big sloppy grin on your face,

b) A type of force that occurs when you whirl things around very, very fast for quite a long time,

c) A guardian who watches out for things, this that and the other,

d) The ability to be bent in all sorts of wibbily wobbily ways?



Coupon

The correct meaning is: a) ☐, b) ☐, c) ☐, d) ☐ (tick one box)

Name ....

Address..............................

....

....

*Employees of EMAP and Firebird no matter, how peculiar may not apply.

goblin mountain



Been bored with the last couple of month's worth of role-playing rubbish? You'd best turn over then, 'cause here's the third bit. It's actually a pretty nifty solo quest thing – programmed by Martin Page – called Goblin Mountain

Yes, I know it's pretty long to type in but it's worth it – honest. ***Goblin Mountain*** *is a complex-ish graphic adventure with magic. With spells! With combat!! With 116 IDGs!!! Also, an incredible number of rooms and levels together with lots of nasties, treasures and other features.*

The entire game is menu-controlled so you won't have to find the correct input eg "tie rope" etc. As with my previous SU game, ***Forest of Long Shadows,*** *each game is different in that rooms, monsters and treasures are in different places so you've got a new challenge each time you play.*

You begin – just you and your three companions at the cave entrance of Goblin Mountain.

Before you are four guests

- *Visit the Cave of the Orcs*
- *Kill the Deathfiend*
- *Amass 200 Experience points*
- *Find the Sceptre of Life.*

YOU must choose one guest and in all cases you must return to the cave entrance after completing your quest.

MOVEMENT

N, S, E, W, U, or D. If you get the message 'Blocked path!' it means that there isn't a corresponding path in the adjacent location

OBJECT DETAILS

'OBJ' flashes on the screen when an object is present. Messages mean as follows Here: Objects at current location, Inventory: of specified player, Take and Drop: objects by the specified player, Exit: return to main menu.

QUIT, SAVE, LOAD

Quit: restarts game; Save and Load: Saves and Loads partly played games.

MAGIC

Providing you have the approriate scroll and at least three magic points per spell. Characters 3 and 4 can cast non-combat spells (Spells 6 to 9).

ATTRIBUTES

Each character has five attributes which will be of a slightly different value for each game: STrength is used in determining combat. ENdurance is how much damage you can take; MAgic is the number of magic points which are used for spell-casting (these can be increased by drinking from a Magic Pool but beware, you can't do this all the time as there must be sufficient elapse in time before drinking again!); AGility is used for running away from monsters and also used in deciding dexterity in combat; EXperience (which also helps in combat) is gained in three ways: 1 Killing monsters; 2 Possessing certain objects; 3 Casting spells. Attributes can change in the course of the game – play the game and find out!

COMBAT

If any wizards are still alive, they will be asked if they want to cast combat spells (Spells 1 to 5). Once this has been done, combat takes place automatically within the parameters of ordinary role-playing techniques – die rolling, STrength, AGility, EXperience etc.

"SPACE"

If 'Space' flashes in the message window, you can press this after reading the relevant message.

THE SPELLS

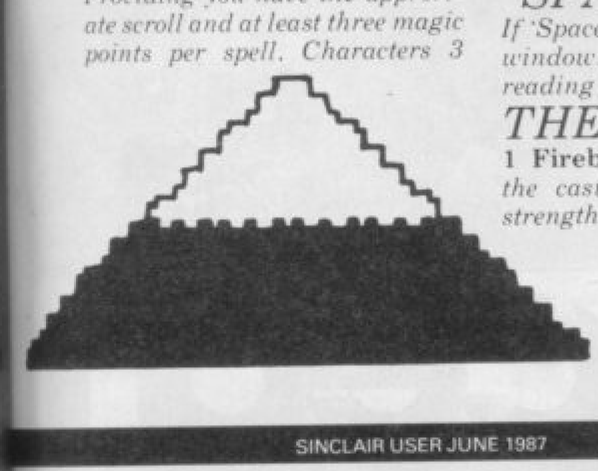
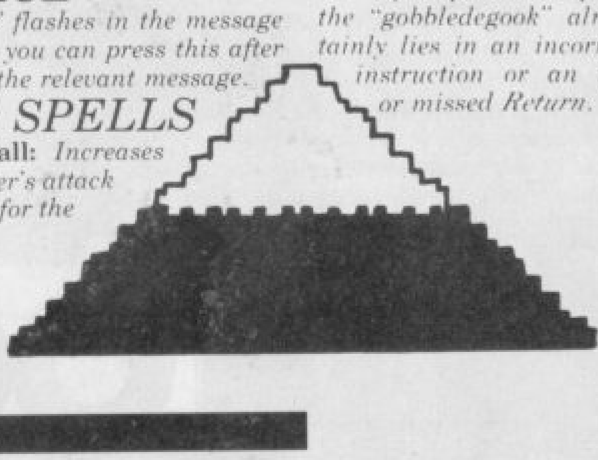
1 Fireball: *Increases the caster's attack strength for the duration of the current fight.*
2 Lifedrain: *Reduces the ENdurance of the current monsters.*
3 Repel: *Reduces the number of monsters by one – will not work on the Deathfiend or the Black Knight.*
4 Curse: *Reduces the STrength of the current monsters.*
5 Teleport: *Allows your party to teleport down a level away from a combat situation.*
6 Invisibility: *Allows your party to be invisible for five turns. Very useful for stealing the goodies from under the meanies' noses.*
7 Speed: *Gives 1 point of AGility to the chosen player.*
8 Wellbeing: *Gives 3 points of ENdurance to the chosen player.*
9 Strongman: *Gives 1 point of STrength to the chosen player.*

WHAT TO DO

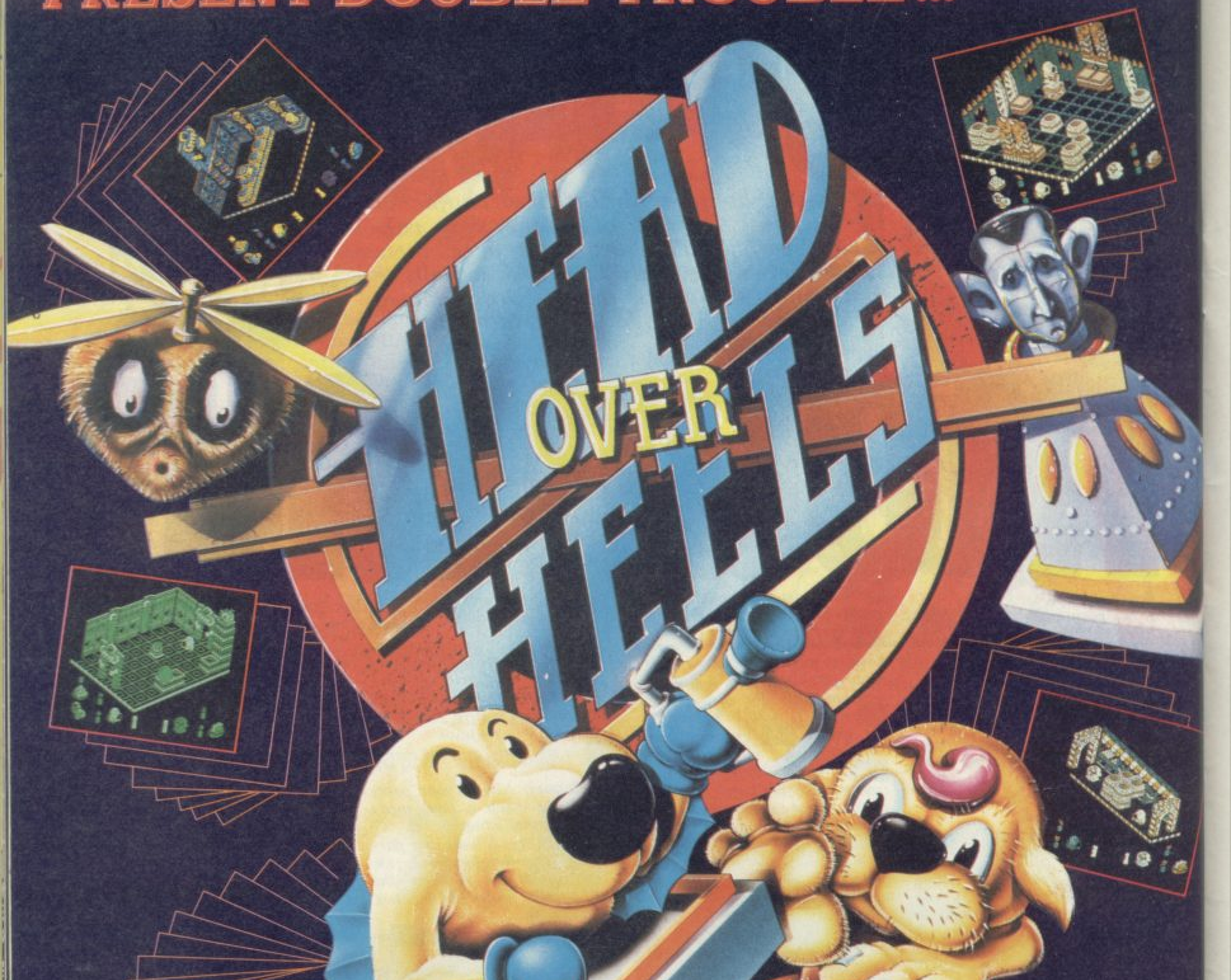
Type in and Run the listing exactly as it's printed here

If after running the listing for the first time, you find the screen covering in junk simply press Break and directly input Gosub 500 and all will be put right. For this to work correctly you must first make sure that Lines 15 and 500 have been entered correctly in the first place. The problem of the "gobbledegook" almost certainly lies in an incorrect Poke instruction or an incorrect or missed Return.

```
   1 CLEAR 64000
   2 REM M.PAGE 1987.N.B.Do NOT
use graphics mode at any time wh
en keying in listing.
   3 CLS : LET T=255: LET V=0: P
RINT "POKE(ing) Graphics - PLEAS
E WAIT15 SECONDS"
   4 RESTORE 7000: FOR N=64001 T
O 64928: READ I: POKE N,I: LET V
=V+I: NEXT N
   5 IF V<>104327 THEN  PRINT "E
RROR IN DATA": PRINT "DATA CHECK
SUM=";V: PRINT "IT SHOULD BE 104
327"''"PLEASE CHECK LINES 7000 T
O 7285": STOP
   8 DIM N$(4,7): LET NAM=0: GO
TO 10
   9 LET NAM=B
  10 CLS : RANDOMIZE : LET A=0:
LET B=1: LET C=2: LET D=3: LET E
=4: LET F=5: LET G=6: LET H=7: L
ET J=8: LET K=9: LET M=10
  12 LET X$="                 ": L
ET B$="   ": LET RUN=A: LET U=B:
 LET W=510: LET L=680
  15 DEF FN R(R)=INT (RND*R+B):
DIM V$(B,H): DIM L(62): DIM C$(G
,36,24): DIM M$(G,12,M): DIM P$(
20,14): DIM T$(20,19): LET Z1=23
606: LET Z2=Z1+B
  20 RESTORE 6100: FOR N=B TO 20
: READ P$(N): NEXT N
  25 RESTORE 6200: FOR N=B TO 20
: READ T$(N): NEXT N
  45 BORDER A: PAPER A: INK H: C
LS : POKE 23658,J: POKE 23609,M
  47 LET SV=A: GO TO 970
  48 IF NAM THEN  GO TO 995
  50 CLS : PRINT "ENTER CHARACTE
RS' NAMES,(MAXIMUMSEVEN LETTERS)
:": FOR N=B TO E
  55 INPUT  LINE A$: IF LEN A$>H
 OR A$="" THEN  PRINT "NAME WRON
G LENGTH!": BEEP .5,-20: GO TO 5
5
  56 IF A$(B)=" " THEN  GO TO 55
  57 LET V$(B)=A$: GO TO 991
  60 LET N$(N)=V$(B): PRINT N;":
";N$(N): BEEP .1,B: NEXT N: FOR
N=B TO 200: NEXT N
  65 CLS : PRINT  INVERSE B; INK
 G;AT C,A;"SELECT YOUR QUEST"
  70 PRINT ''' INK F;"1:Visit th
e Cave of the Orcs"''"2:Kill the
 Deathfiend"''"3:Amass 200 Exper
```


JON RITMAN AND BERNIE DRUMMOND PRESENT DOUBLE TROUBLE...



MASTER GAME

"What a tremendous game! The graphics are superbly designed, the characters perfectly animated, the gameplay so addictive you'll never want to switch off. There is plenty of variety and an abundance of humour. Head Over Heels is set to become a classic."

AMTIX! Accolade

"Beautifully-defined,characters that glide around the screen without a glitch. Should grace the shelves of every PC owner."

Hi! My name's Mr. Head. Some say I'm the one with the brains but I don't think my flat footed friend would agree. I'm a real sharp shooter, but without my pal Mr. Heels I'd get nowhere fast . . . or slow! I can jump like a flea and even glide but Heels is the Daley Thompson of the two of us – he's FAST! Together, if we can find each other, we really do make an awesome twosome, and that's the only way we can overcome the emperor Blacktooth. The last time we entered Castle Blacktooth we found the crowns of THREE of the supressed Kingdoms but by that time I'd run out of doughnut ammunition and my buddy was lost somewhere in the Safari world – it was the closest we had come to defeating that rapscallion – we were jumping for joy, splitting out sides, dying with laughter . . . we were Head over Heels!

AMSTRAD PCW **£14.95**

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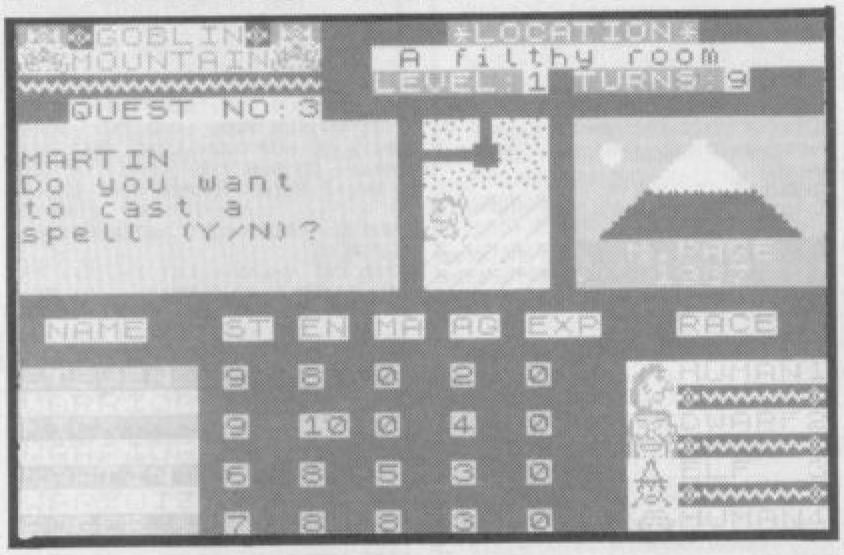
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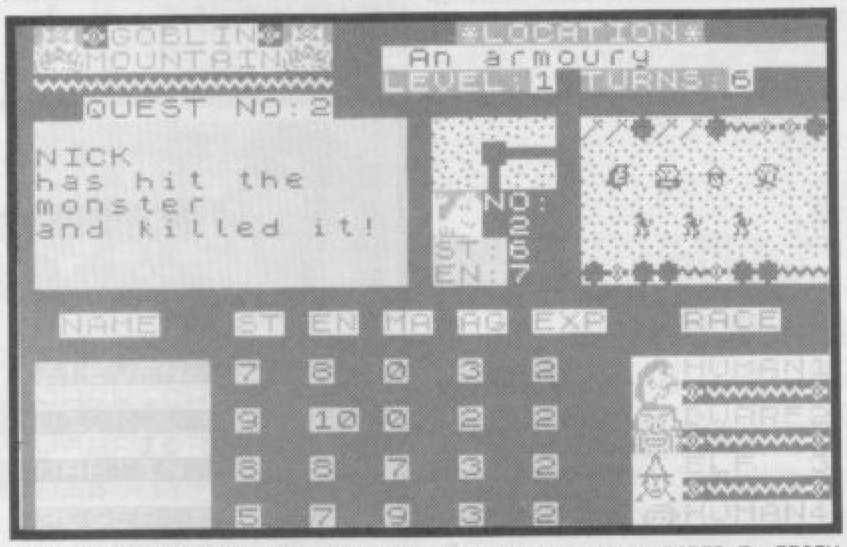
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goblin mountain





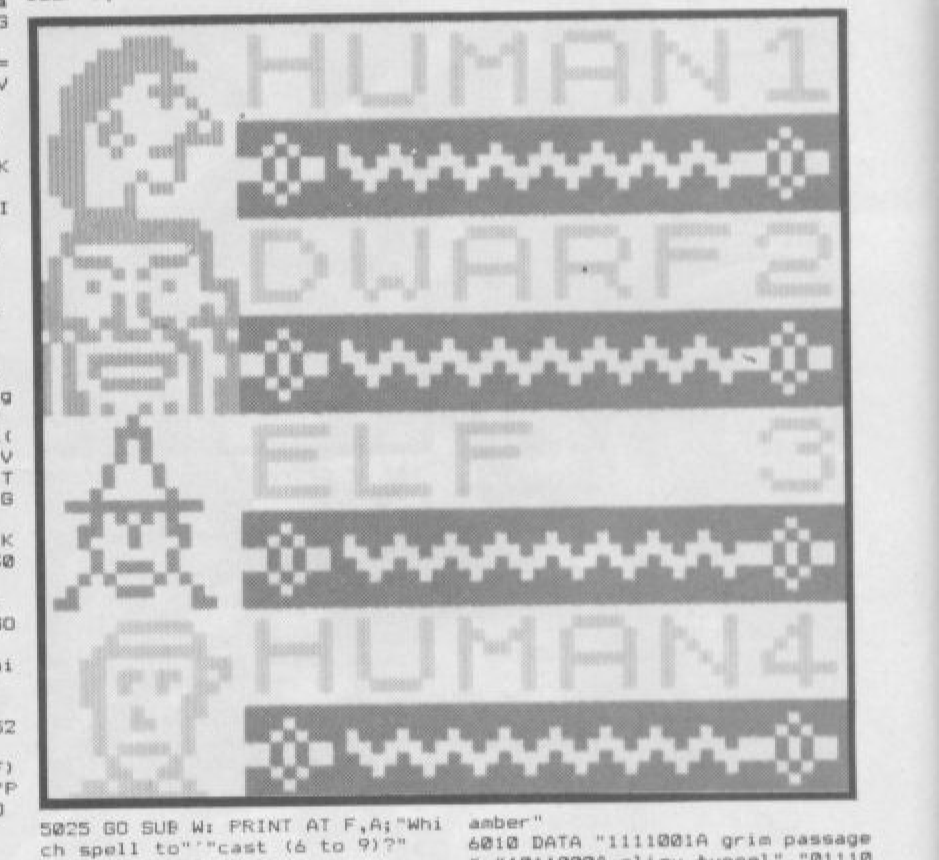



```
ience Points"''"4:Find the Scept
re of Life"
  75 PRINT ''"In all cases you m
ust return to the Cave Entrance.
  80 LET I$=INKEY$
  85 IF CODE I$<49 OR CODE I$>52
 THEN  GO TO 80
  90 BEEP .3,M: LET L(62)=VAL I$
: LET L(VAL I$+50)=B
  95 PRINT ';"Quest number ";I$;
" selected"
 100 PRINT '' INK G; BRIGHT B; F
LASH B;"PRESS SPACE KEY TO CONTI
NUE"
 105 LET I$=INKEY$
 110 IF I$=" " THEN  GO TO 490
 115 GO TO 105
 490 GO TO 1500
 500 POKE Z1,A: POKE Z2,60: RETU
RN
 505 POKE Z1,249: POKE Z2,250: R
ETURN
 510 FOR N=E TO M: PRINT  PAPER
H;AT N,A;X$: NEXT N: RETURN
 515 GO SUB 505: FOR N=H TO M: P
RINT  BRIGHT B; INK E; PAPER H;A
T N,16;"JJJJJ": NEXT N: GO SUB 5
00: RETURN
 520 GO SUB 505: PRINT  BRIGHT B
; INK H; PAPER F;AT E,22;"DDDDDD
DDDD";AT F,22;"DMDDGHDDDD";AT G,
22;"DDDGNNHDDD"; INK A;AT H,22;"
DDG";AT H,29;"HDD";AT J,22;"DGNN
NNNNHD"
 525 PRINT  INK A; PAPER H; BRIG
HT B;AT H,25;"IIII": GO SUB 500:
 PRINT  INK H; PAPER E;AT K,22;"
  M.PAGE  ";AT M,22;"   1987    "
: POKE 22711,110: RETURN
 528 PRINT  INK A; BRIGHT B; PAP
ER G;AT B,14;" "+C$(Y,X,J TO );A
T C,20;Y;AT C,28;L(D): RETURN
 530 INK A: PAPER G: BRIGHT B: G
O SUB 505: FOR N=E TO G: PRINT A
T N,16;"OOOOO": NEXT N
 535 IF VAL C$(Y,X,H)>B THEN  PR
INT AT F,18;"N": GO TO 540
 537 PRINT AT F,18;"A"
 540 IF VAL C$(Y,X,B)=B THEN  PR
INT AT E,18;"B"
 542 IF VAL C$(Y,X,C)=B THEN  PR
INT AT G,18;"B"
 544 IF VAL C$(Y,X,D)=B THEN  PR
INT AT F,19;"CC"
 546 IF VAL C$(Y,X,E)=B THEN  PR
INT AT F,16;"CC"
 548 IF VAL C$(Y,X,F)=B THEN  PR
INT AT E,16;"E"
 550 IF VAL C$(Y,X,G)=B THEN  PR
INT AT G,20;"F"
 552 PAPER H: BRIGHT A: GO SUB 5
00: RETURN
 555 FOR N=B TO E: PRINT  INK H;
 PAPER E;AT 12+N*C,A;N$(N): NEXT
 N: PRINT  INK A; PAPER G;AT D,1
1;L(62): RETURN
 560 LET I=14: LET Q=J: FOR N=E
TO 23: PRINT  INK A; PAPER F; BR
IGHT B;AT I,Q;L(N): LET Q=Q+D
 565 IF Q=23 THEN  LET I=I+C: LE
T Q=J
 570 NEXT N: RETURN
 575 FOR N=A TO D: IF NOT L(N*F+
F) THEN  PRINT  PAPER A;AT N*C+1
4,A;"                          ";A
T N*C+15,A;"          "
 580 NEXT N: RETURN
 600 LET I$=INKEY$
 601 IF I$="N" THEN  GO TO 620
 602 IF I$="S" THEN  GO TO 625
 603 IF I$="E" THEN  GO TO 630
 604 IF I$="W" THEN  GO TO 635
 605 IF I$="U" THEN  GO TO 640
 606 IF I$="D" THEN  GO TO 645
 610 IF I$="Q" AND U THEN  GO TO
 4000
 612 IF I$="O" AND U THEN  GO TO
 3000
 614 IF I$="M" AND U THEN  GO TO
 5000
 619 GO TO 600
 620 IF C$(Y,X,B)="0" THEN  GO T
O 650
 622 IF C$(Y,X-G,C)="0" THEN  GO
 TO 655
 624 LET X=X-G: GO TO 670
 625 IF C$(Y,X,C)="0" THEN  GO T
O 650
 627 IF C$(Y,X+G,B)="0" THEN  GO
 TO 655
 629 LET X=X+G: GO TO 670
 630 IF C$(Y,X,D)="0" THEN  GO T
O 650
 632 IF C$(Y,X+B,E)="0" THEN  GO
 TO 655
 634 LET X=X+B: GO TO 670
 635 IF C$(Y,X,E)="0" THEN  GO T
O 650
 637 IF C$(Y,X-B,D)="0" THEN  GO
 TO 655
 639 LET X=X-B: GO TO 670
 640 IF C$(Y,X,F)="0" THEN  GO T
O 650
 644 LET Y=Y-B: GO TO 670
 645 IF C$(Y,X,G)="0" THEN  GO T
O 650
 649 LET Y=Y+B: GO TO 670
 650 GO SUB W: PRINT AT G,C;"No
Pathway!": BEEP B,-20: LET RUN=B
: RETURN
 655 GO SUB W: PRINT AT G,B;"Blo
cked Path!": BEEP .05,D: BEEP .0
5,A: FOR N=B TO 50: NEXT N: LET
RUN=B: RETURN
 670 GO SUB W: GO SUB 528: GO SU
B 530: GO SUB 515
 672 IF L(51) AND C$(Y,X,J)="C"
THEN  LET L(55)=B
 675 RETURN
 680 BEEP .01,20: PRINT  INK B;
FLASH B;AT M,M;"SPACE"
 685 LET I$=INKEY$
 686 IF I$=" " THEN  BEEP .03,25
: GO SUB W: RETURN
 687 GO TO 685
 690 PRINT AT F,A;"N)orth, S)out
h,"'"E)ast, W)est,"'"U)p, D)own,
": RETURN
 700 PRINT AT E,B; INK C;"SELECT
 OPTION"
 705 PRINT AT J,A;;"Q)uit,Save,L
oad"'"O)bject details"'"M)agic."
: RETURN
 710 IF FN R(50)=F AND Y<>G AND
L(26)<>X THEN  LET Y=Y+B: GO SUB
 W: PRINT  FLASH B;AT E,F;"TRAP!
"; FLASH A;AT G,A;"Oh dear, you"
'"have fallen"'"through to the"'
"level below.": GO SUB 528: GO S
UB 530: GO SUB 515: GO SUB 718:
GO SUB L
 715 RETURN
 718 FOR N=30 TO A STEP -.5: BEE
P .02,N: NEXT N: RETURN
 720 PRINT AT 11,A: RETURN
 730 LET V=32*VAL M$(Y,MON,H TO
J)+63449: POKE Z1,V-256*INT (V/2
56): POKE Z2,INT (V/256): PRINT
 INK B; BRIGHT B;AT H,16;"AB";AT
 J,16;"CD": GO SUB 500: RETURN
 740 GO SUB W: PRINT AT G,C;"Spe
ll cast!": FOR N=B TO 20: BEEP .
02,RND*H: NEXT N: LET L(I*F+B)=L
(I*F+B)-D: LET L(I*F+D)=L(I*F+D)
+C: PRINT  PAPER A;AT I*C+12,14;
B$: PRINT  INK A; PAPER F; BRIGH
T B;AT I*C+12,14;L(I*F+B);AT I*C
+12,20;L(I*F+D): RETURN
 750 LET NL=A: FOR N=31 TO 50
 755 IF L(N)=OBJ THEN  PRINT AT
H,A;T$(N-30,F TO ): LET NL=B: PR
INT AT K,A;"Object No:";AT K,10;
N-30: GO SUB 780: BEEP .1,M: FOR
 Q=B TO 100: NEXT Q:: FOR Q=G TO
 K: PRINT AT Q,A;X$: NEXT Q
 760 NEXT N
 765 IF NOT NL THEN  PRINT AT H,
A;"Nothing!": BEEP B,-20
 770 RETURN
 780 IF N<40 THEN  PRINT AT G,A;
"Scroll:"
 785 RETURN
 800 GO SUB W: PRINT AT F,A;"Inp
ut object"'"number and"'"ENTER"
 801 INPUT  LINE A$: IF A$="" TH
EN  GO TO 801
 802 FOR N=B TO LEN A$: LET F$=A
$(N): IF CODE F$<48 OR CODE F$>5
7 THEN  GO TO 801
 803 NEXT N
 804 LET Q=VAL A$: IF Q<B OR Q>2
0 THEN  GO TO 801
 805 RETURN
 810 PRINT  PAPER A;AT I*C+12,D*
VAL T$(Q,C)+F;B$; INK A; PAPER F
; BRIGHT B;AT I*C+12,D*VAL T$(Q,
C)+F;L(V): BEEP .1,M: RETURN
 820 FOR N=31 TO 50
 825 IF X=L(N)-100*Y AND Y=(L(N)
-X)/100 THEN  PRINT  FLASH B; BR
IGHT B; INK H; PAPER B;AT K,16;"
*OBJ*": GO TO RET
 830 NEXT N: GO TO RET
 840 FOR N=E TO M: GO SUB 505: P
RINT  BRIGHT B; PAPER G;AT N,22;
"000000000": NEXT N: GO SUB 500
: RETURN
 850 LET A$="OOOOOOO": LET V=B:
 FOR N=F TO 20 STEP F: IF L(N) T
HEN  LET A$(V)=CHR$ (N/F+79): LE
T V=V+C
 855 NEXT N
 860 FOR N=J TO B STEP -1: IF A$
(N)<>"O" THEN  LET A$=A$( TO N):
 GO TO 865
 862 NEXT N
 865 LET POS=(53-LEN A$)/C: RETU
RN
 870 LET A$="OOOOOOO": LET V=B:
 FOR N=B TO Q: IF M(N) THEN  LET
 A$(V)=CHR$ 84: LET V=V+C
 875 NEXT N: GO SUB 860: RETURN
 900 GO SUB 850: GO SUB 505: PRI
NT  PAPER G; BRIGHT B;AT G,23;"O
OOOOOO";AT G,POS;A$: GO SUB 500
: RETURN
 910 GO SUB 870: GO SUB 505: PRI
NT  PAPER G; BRIGHT B;AT J,23;"O
OOOOOO";AT J,POS;A$: GO SUB 500
: RETURN
 950 PRINT  INK E; PAPER H; BRIG
HT B;AT 14,26;"HUMAN1WARRIOR";AT
 16,26;"DWARF2WARRIOR";AT 18,26;
"ELF  3WAR/WIZ";AT 20,26;"HUMAN4
WIZARD ": RETURN
 970 PRINT "DO YOU WISH TO LOAD
IN A         PREVIOUSLY SAVED GAM
E (Y/N)?"
 975 LET I$=INKEY$
 980 IF I$="N" THEN  GO TO 48
 985 IF I$="Y" THEN  LET SV=B: G
O TO 1500
 990 GO TO 975
 991 FOR I=B TO N-B: IF V$(B)=N$
(I) THEN  PRINT "YOU'VE ALREADY
USED THAT NAME!": BEEP .5,-20: G
O TO 55
 992 NEXT I: GO TO 60
 995 CLS : PRINT "SAME NAMES AS
BEFORE (Y/N)?": FOR N=B TO 100:
NEXT N
 996 LET I$=INKEY$
 997 IF I$="N" THEN  GO TO 50
 998 IF I$="Y" THEN  GO TO 65
 999 GO TO 996
1000 RESTORE 6400: FOR I=B TO G:
 FOR N=B TO J: READ M$(I,N,): NE
XT N: NEXT I
1005 FOR V=B TO C: FOR I=B TO G:
 FOR N=B TO 15
1010 LET R1=FN R(12): LET R2=FN
R(12)
1015 IF V=B THEN  LET A$=M$(I,R1
): LET M$(I,R1)=M$(I,R2): LET M$
(I,R2)=A$
1020 IF V=C THEN  LET A$(K TO M)
=M$(I,R1,K TO M): LET M$(I,R1,K
TO M)=M$(I,R2,K TO M): LET M$(I,
R2,K TO M)=A$(K TO M)
1025 NEXT N: NEXT I: NEXT V
1030 FOR I=B TO G: LET V=A: FOR
N=B TO 36
1035 IF VAL C$(I,N,H)>B THEN  LE
T V=V+B: IF M$(I,V,K TO M)<>"  "
 THEN  LET L(VAL M$(I,V,K TO M)+
30)=100*I+N
1040 NEXT N: NEXT I
1055 RETURN
1060 RESTORE 6300: FOR N=D TO 24
: READ L(N): NEXT N: RETURN
1080 FOR N=B TO G: RESTORE 6000
1085 FOR I=B TO 36: READ C$(N,I)
: NEXT I: NEXT N
1100 FOR I=B TO G: FOR N=B TO 40
1105 LET R1=FN R(36): LET R2=FN
R(36)
1110 LET A$=C$(I,R1): LET C$(I,R
1)=C$(I,R2): LET C$(I,R2)=A$
1115 NEXT N: NEXT I
1120 FOR N=B TO D: FOR I=B TO F
1125 LET R=FN R(36): LET C$(I,R,
G)="1": LET C$(I+B,R,F)="1"
1130 NEXT I: NEXT N
1135 FOR I=B TO G
1140 FOR N=B TO G: LET C$(I,N,B)
="0": NEXT N
1145 FOR N=31 TO 36: LET C$(I,N,
C)="0": NEXT N
1150 FOR N=B TO 31 STEP G: LET C
$(I,N,E)="0": NEXT N
1155 FOR N=G TO 36 STEP G: LET C
$(I,N,D)="0": NEXT N
1160 NEXT I: RETURN
1500 CLS : LET Y=B
1505 POKE Z1,89: POKE Z2,250:: P
RINT  INK G; PAPER C; BRIGHT B;A
T A,A;"AB";TAB M;"AB";AT B,A;"CD
";TAB M;"CD": GO SUB 505: PRINT
AT A,C;"K";TAB K;"K": PRINT  INK
 G; PAPER A;AT C,A;"LLLLLLLLLLLL
": GO SUB 500
1510 PRINT  INK B; PAPER H; BRIG
HT B;AT A,D;"GOBLIN";AT B,C;"MOU
NTAIN"
1515 PRINT  INK H; PAPER C; BRIG
HT B;AT A,17;"*LOCATION*";AT C,1
4;"LEVEL:";AT C,22;"TURNS:": GO
SUB W: GO SUB 515: GO SUB 520
1517 PRINT  INK A; PAPER G;AT D,
C;"QUEST NO:"
1520 PRINT  INK B; PAPER G;AT 12
,B;"NAME";AT 12,J;"ST";AT 12,11;
"EN";AT 12,14;"MA";AT 12,17;"AG"
;AT 12,20;"EXP";AT 12,26;"RACE"
1525 GO SUB 950
```

goblin mountain



```
1526 FOR N=B TO E: LET V=N*32+64
089: POKE Z1,V-256*INT (V/256):
POKE Z2,INT (V/256)
1527 PRINT  INK N; BRIGHT B; PAP
ER H;AT N*C+12,24;"AB";AT N*C+13
,24;"CD": NEXT N: GO SUB 500
1528 GO SUB 505: FOR N=15 TO 21
STEP C: PRINT  INK G; BRIGHT B;A
T N,26;"KLLLLK": NEXT N: GO SUB
500
1529 INK A: PAPER H: IF SV THEN
 GO SUB 4300: GO TO 2025
1530 PRINT  FLASH B;AT G,C;"PLEA
SE WAIT";AT H,C;"90 SECONDS.": G
O SUB 1080: GO SUB 1060: GO SUB
1000
1540 FOR N=B TO 36: IF VAL C$(Y,
N,H)=B THEN  LET X=N: LET C$(Y,N
,J TO )="The Cave Entrance": LET
 L(26)=N: GO TO 1542
1541 NEXT N
1542 LET V=FN R(D)+D
1543 FOR N=B TO 36: IF C$(V,N,H)
="3" THEN  LET C$(V,N,J TO )="Ca
ve of the Orcs": GO TO 1545
1544 NEXT N
1550 GO SUB 555: GO SUB 560: GO
SUB 575: GO SUB 528: GO SUB 530
2000 FOR N=B TO H: BEEP .01,20:
NEXT N: POKE 23658,J: LET L(D)=L
(D)+B
2015 LET L(57)=L(57)-B: LET L(25
)=L(25)-B: GO SUB W
2020 GO SUB 700: GO SUB 690: GO
SUB 600
2025 GO SUB 710
2030 GO SUB 528: LET MON=A: FOR
N=B TO 36
2032 IF VAL C$(Y,X,H)<C THEN  GO
 TO 2050
2035 IF VAL C$(Y,N,H)>B THEN  LE
T MON=MON+B: IF N=X THEN  GO TO
2042
2040 NEXT N
2042 IF L(57)>A AND M$(Y,MON,B)<
>" " THEN  GO SUB 730: BEEP 1.5,
20: GO SUB 515: GO TO 2050
2045 IF M$(Y,MON,B)<>" " THEN  G
O SUB W: PRINT AT F,A;"You are"'
"attacked by ";VAL M$(Y,MON,G)'P
$(VAL M$(Y,MON,H TO J)): GO TO B
000
2100 LET RET=2400: GO TO 820
2400 IF L(25)<B AND C$(Y,X,H)="4
" AND (L(15) OR L(20)) THEN  LET
 L(25)=FN R(20)+40: GO TO 2410
2405 GO TO 2500
2410 LET I=16: FOR N=15 TO 20 ST
EP F: LET I=I+C: IF L(N) THEN  L
ET L(N+B)=L(N+B)+G: PRINT  INK A
; PAPER F; BRIGHT B;AT I,14;L(N+
B): BEEP .1,20
2415 NEXT N
2420 GO SUB W: PRINT AT F,A;"The
 waters are"'"imbibed for"'"extr
a magic!": GO SUB L
2500 IF Y=B AND X=L(26) THEN  GO
 TO 2510
2505 GO TO 2600
2510 IF L(55) OR L(56) THEN  GO
TO 2590
2520 IF NOT L(53) THEN  GO TO 25
35
2525 LET EX=A: FOR N=J TO 23 STE
P F: LET EX=EX+L(N): IF EX>199 T
HEN  GO TO 2590
2530 NEXT N
2535 IF L(54) AND L(50)>A AND L(
50)<F THEN  GO TO 2590
2580 GO TO 2600
2590 GO SUB W: PRINT  INK E; BRI
GHT B; FLASH B;AT E,A;"CONGRATUL
ATIONS"'"YOU HAVE"'"COMPLETED"'"
YOUR QUEST"
2591 FOR N=-20 TO 20 STEP .5: BE
EP .1,N: NEXT N
2592 PRINT '  FLASH B;"PRESS SPAC
E FOR"'"ANOTHER GAME"
2593 LET I$=INKEY$
2594 IF I$=" " THEN  GO TO K
2595 GO TO 2593
2995 GO TO 2000
3000 GO SUB W: PRINT AT F,E;"OBJ
ECTS";AT H,C;"I)nventory,";AT J,
C;"T)ake,D)rop,";AT K,C;"H)ere,E
)xit."
3005 LET I$=INKEY$
3010 IF I$="E" THEN  GO SUB W: R
ETURN
3015 IF I$="I" THEN  GO TO 3100
3020 IF I$="T" THEN  GO TO 3300
3025 IF I$="D" THEN  GO TO 3500
3030 IF I$="H" THEN  GO TO 3700
3035 GO TO 3005
3100 LET RET=3105: GO TO 3900
3105 GO SUB W: PRINT AT E,A;"Inv
entory of";AT F,A;N$(I): LET OBJ
=I: GO SUB 750: GO TO 3000
3300 GO SUB W: LET RET=3305: GO
TO 3900
3305 GO SUB 800
3310 IF L(Q+30)<>Y*100+X THEN  G
O SUB W: PRINT AT F,A;"That obje
ct"'"isn't here!": BEEP B,-20: G
O TO 3000
3315 IF L(I+26)+VAL T$(Q,B)>K TH
EN  GO SUB W: PRINT AT F,A;"Sorr
y, that"'"would excede"'"your ca
rrying"'"capacity!": BEEP B,F: G
O SUB L: GO TO 3000
3320 LET L(Q+30)=I: LET L(I+26)=
L(I+26)+VAL T$(Q,B): LET V=I*F+V
AL T$(Q,C)-C: LET QX=VAL T$(Q,D
TO E): LET L(V)=L(V)+QX: GO SUB
810
3325 GO SUB W: PRINT AT G,B;"O.K
. taken": BEEP B,M
3330 LET NL=A: FOR N=31 TO 50: I
F L(N)=Y*100+X THEN  LET NL=B
3335 NEXT N: IF NOT NL THEN  GO
SUB 515
3340 GO TO 3000
3500 GO SUB W: LET RET=3505: GO
TO 3900
3505 GO SUB 800
3510 IF L(Q+30)<>I THEN  GO SUB
W: PRINT AT F,A;"You haven't"'"g
ot it!": BEEP B,-20: GO TO 3000
3515 LET L(Q+30)=Y*100+X: LET L(
I+26)=L(I+26)-VAL T$(Q,B): LET V
=I*F+VAL T$(Q,C)-C: LET QX=VAL T
$(Q,D TO E): LET L(V)=L(V)-QX: G
O SUB 810
3520 GO SUB W: PRINT AT G,B;"O.K
. dropped": BEEP B,M: LET RET=30
00: GO TO 820
3700 LET OBJ=Y*100+X: GO SUB W:
PRINT AT F,A;"Objects here:": GO
 SUB 750: GO TO 3000
3900 GO SUB W: PRINT AT G,B;"Whi
ch player?"
3905 LET I$=INKEY$
3910 IF CODE I$<49 OR CODE I$>52
 THEN  GO TO 3905
3915 LET I=VAL I$: IF NOT L(I*F)
 THEN  GO SUB W: PRINT AT G,B;"P
layer dead!": BEEP B,-20: GO TO
3000
3920 GO TO RET
4000 GO SUB W: FOR N=B TO 50: NE
XT N: PRINT AT F,F;"Q)uit";AT H,
F;"S)ave";AT K,F;"L)oad"
4005 LET I$=INKEY$
4010 IF I$="Q" THEN  LET GB=A: G
O TO 4040
4015 IF I$="S" THEN  LET GB=50:
GO TO 4040
4020 IF I$="L" THEN  LET GB=100:
 GO TO 4040
4025 GO TO 4005
4040 GO SUB W: PRINT AT H,B;"Are
 you sure?"
4045 LET I$=INKEY$
4050 IF I$="N" THEN  GO SUB W: R
ETURN
4055 IF I$="Y" THEN  GO SUB W: G
O TO GB+4200
4060 GO TO 4045
4200 GO TO K
4250 PRINT AT F,A;"The game SAVE
s"'"in four blocks."'"Please fol
low"'"screen prompts.": GO SUB L
: GO SUB W: PRINT  FLASH B;AT H,
C;"SAVING NOW"
4252 LET L(B)=Y: LET L(C)=X
4255 SAVE "G1" DATA L(): SAVE "G
2" DATA C$(): SAVE "G3" DATA M$(
): SAVE "G4" DATA N$(): GO SUB W
: PRINT AT H,E;"SAVED": GO SUB L
: RETURN
4300 PRINT AT F,A;"The game LOAD
s"'"in four blocks."'"Play your
"'"SAVEd tape."
4305 GO SUB 720: LOAD "G1" DATA
L(): GO SUB 720: LOAD "G2" DATA
C$(): GO SUB 720: LOAD "G3" DATA
M$(): GO SUB 720: LOAD "G4" DAT
A N$(): PRINT  PAPER A;AT 13,A;"
                    ": GO
 SUB W: PRINT AT G,E;"LOADED": G
O SUB L
4310 LET Y=L(B): LET X=L(C): PRI
NT  PAPER A;AT C,28;"   ": GO S
UB 528: GO SUB 555: FOR N=14 TO
20 STEP C: PRINT  PAPER A;AT N,J
;"                ": NEXT N
4315 GO SUB 560: GO SUB 950: GO
SUB 575: GO SUB 530: GO SUB 515:
 RETURN
5000 LET PS=B: LET MG=A: GO SUB
W: PRINT AT F,A;"Select wizard"'
"to cast spell"'"(3 or 4)?"
5005 LET I$=INKEY$
5010 IF CODE I$<51 OR CODE I$>52
 THEN  GO TO 5005
5015 LET I=VAL I$
5020 IF NOT L(I*F) THEN  GO SUB
W: PRINT AT H,B;"Late Wizard!":
BEEP B,-20: RETURN
5025 GO SUB W: PRINT AT F,A;"Whi
ch spell to"'"cast (6 to 9)?"
5030 LET I$=INKEY$
5035 IF CODE I$<54 OR CODE I$>57
 THEN  GO TO 5030
5040 LET V=VAL I$
5045 IF L(V+30)<>I THEN  GO SUB
W: PRINT AT G,A;"Scroll not held
": BEEP B,-15: RETURN
5050 IF L(I*F+B)<D THEN  GO SUB
W: PRINT AT G,C;"Not enough";AT
H,E;"MAGIC": BEEP B,-15: RETURN
5052 IF MG THEN  LET MG=C: RETUR
N
5055 IF V=G THEN  LET L(57)=G: G
O SUB 740: RETURN
5060 IF V=K THEN  LET SP=-1
5065 IF V=H THEN  LET SP=C
5070 IF V=J THEN  LET SP=A: LET
PS=D
5075 GO SUB W: PRINT AT F,A;"To
cast on"'"which player"'"(1 to 4
)?"
5080 LET I$=INKEY$
5085 IF CODE I$<49 OR CODE I$>52
 THEN  GO TO 5080
5090 LET QL=VAL I$
5095 IF NOT L(QL*F) THEN  GO SUB
 W: PRINT AT G,F;"Late";AT H,C;"
Adventurer!": BEEP B,-20: RETURN
5125 LET L(QL*F+SP)=L(QL*F+SP)+P
S
5130 GO SUB 740: PRINT  INK A; P
APER F; BRIGHT B;AT C*QL+12,SP*D
+11;L(QL*F+SP): BEEP .1,20: RETU
RN
6000 DATA "1110002A grimy room",
"1101000A dusty passage","111100
2A bleak dungeon","1011000A dim
corridor"
6005 DATA "0111000A dark tunnel"
,"1111002A dusty room","1110000A
 bleak tunnel","1101002A dark ch
amber"
6010 DATA "1111001A grim passage
","1011000A slimy tunnel","01110
00A dirty tunnel","1111002A vile
 crypt"
6015 DATA "1110000A dungeon path
","1101000A dark passage","11110
00A creepy corridor","1011002A f
ilthy room"
6020 DATA "0111000A black pathwa
y","1111003A throne room","11100
00An awful path","1101000A dank
tunnel"
6025 DATA "1111002A torture cham
ber","1011000A dusty pathway","0
111002An armoury","1111000An evi
l corridor"
6030 DATA "1110000A bleak passag
e","1101000A damp pathway","1111
004A magic pool","1011000A dingy
 passage"
6035 DATA "0111002A grimy corrid
or","1111002A barrack room","111
0000A draughty tunnel","1101000A
n odious pathway"
6040 DATA "1111000A filthy corri
dor","1011000A dark corridor","0
111000A loathsome path","1111002
```

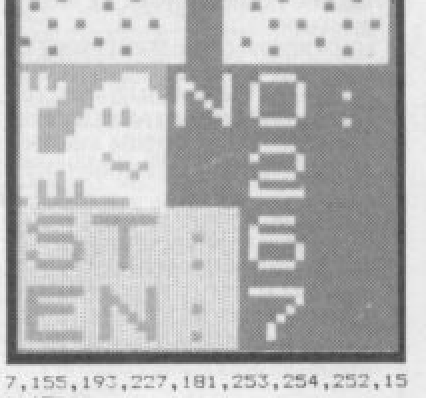


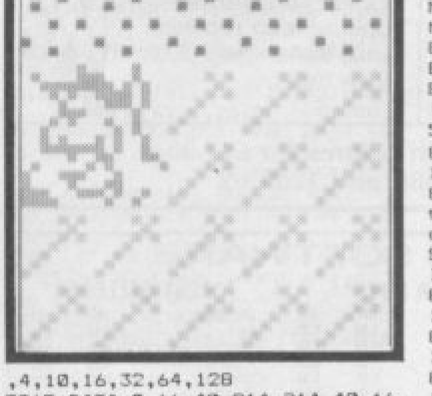




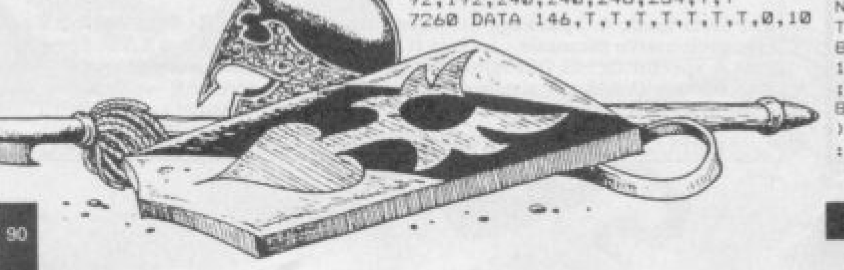
goblin mountain

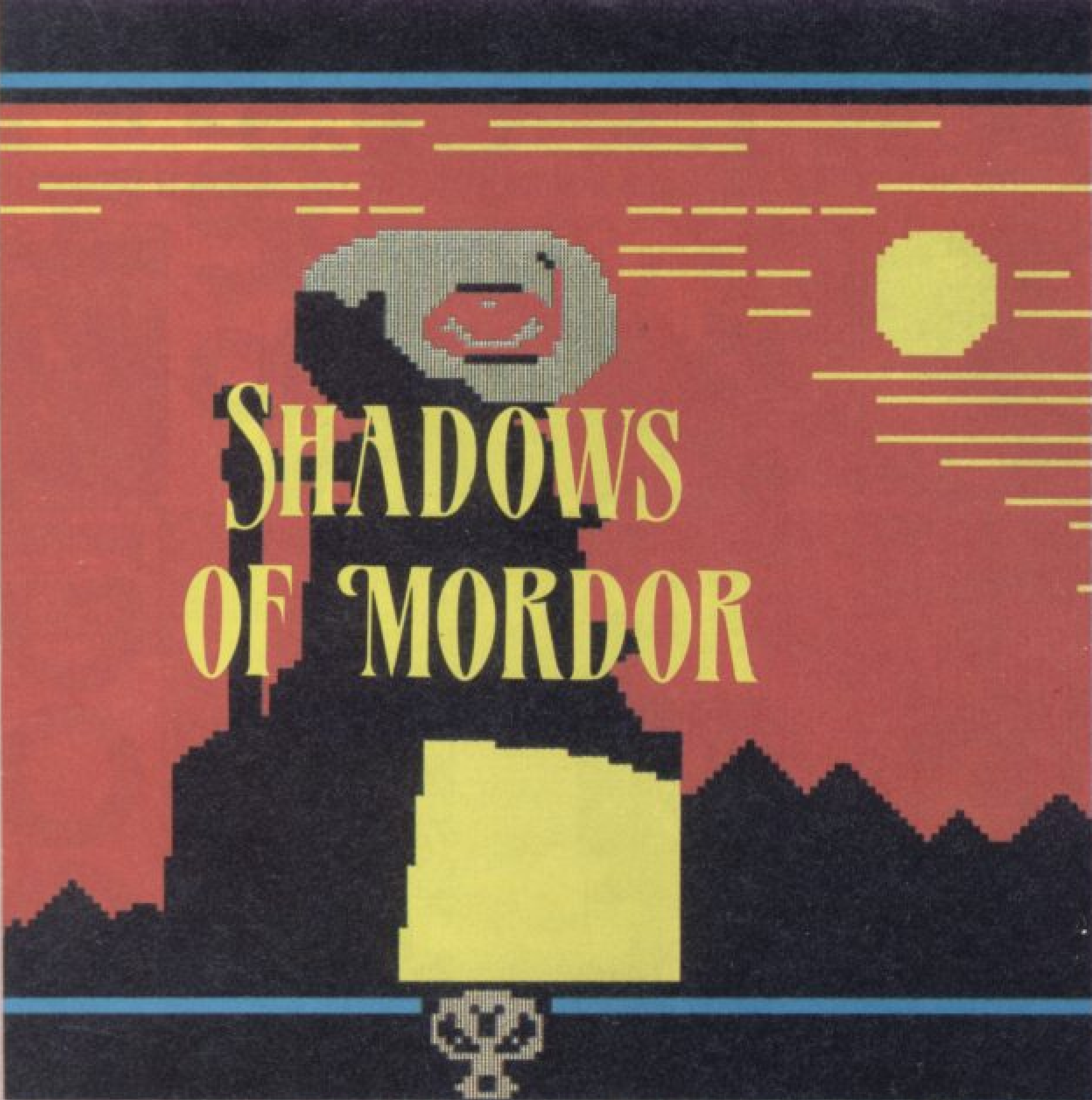






```
A dim chapel"
6100 DATA "Deathfiend","Black Kn
ight","wraiths","manticores","mu
tant badgers"
6105 DATA "hell hounds","mummies
","ogres","giant ticks","giant m
ice"
6110 DATA "orcs","zombies","garg
oyles","giant spiders","ghosts"
6115 DATA "ghouls","kobolds","sk
eletons","lizard men","goblins"
6200 DATA "1505Fireball","1505Li
fedrain","1505Repel","1505Curse"
,"1505Teleport"
6205 DATA "1505Invisibility","15
05Speed","1505Wellbeing","1505St
rongman","5102A Broadsword"
6210 DATA "6520Shield of Light",
"1402Boots of Speed","2515Cloak
of Delth","2510Talisman of Zit",
"6103Mace of Kandos"
6215 DATA "3515Nilgrack's Helm",
"2101Staff of Nordus","4402Sorbo
zon's Wand","1510Eye of the Orc"
,"8550Sceptre of Life"
6300 DATA B,FN R(D)+G,FN R(D)+H,
A,FN R(D)+B,A,FN R(D)+G,FN R(D)+
H,A,FN R(D)+B,A,FN R(D)+F,FN R(D
)+G,FN R(D)+E,FN R(D)+B,A,FN R(D
)+E,FN R(D)+F,FN R(D)+G,FN R(D)+
C,A,E
6400 DATA "0606230501","06054206
06","0606021210","0707331308","0
5051414","06073315","08072219","
08083220"
6405 DATA "0909620402","08062307
07","0806430911","07075210","080
54316","09095317","07053218","09
094320"
6410 DATA "0707440503","09073407
","1111620812","0909521119","080
82312","07053314","08065416","10
105320"
6415 DATA "1109720304","09077306
13","1211730816","1010641309","0
8085415","09085416","08064318","
11116420"
6420 DATA "1616810205","13127204
14","1110631117","09084412","080
96415","10107417","10096419","12
127420"
6425 DATA "18209101","09106409",
"1309731015","1211841118","11108
41720","09086418","10107419","14
138420"
7000 DATA 0,131,207,223,127,57,5
7,63,0,194,230,246,252,152,156,2
52
7005 DATA 127,127,245,245,117,85
,95,31,254,254,95,95,95,83,250,2
50
7010 DATA 1,7,15,31,57,63,51,52,
128,224,240,248,152,252,228,20
7015 DATA 53,21,29,12,7,7,253,25
3,84,72,88,48,240,80,95,95
7020 DATA 0,3,15,29,63,55,57,14,
0,128,224,240,120,190,238,246
7025 DATA 31,57,47,15,1,247,25,6
3,127,191,79,183,187,221,243,247
7030 DATA 0,74,63,63,T,51,123,18
9,0,144,164,248,240,60,176,252
7035 DATA 61,121,249,63,248,63,1
59,t,218,216,252,186,120,254,248
,T
7040 DATA 0,0,0,0,3,15,127,127,2
,6,63,T,T,191,T,T
7045 DATA 47,40,44,50,33,0,0,0,T
,127,3,4,146,73,68,36
7050 DATA 0,8,8,12,13,15,31,63,0
,128,128,192,64,96,224,240
7055 DATA 51,127,127,125,251,183
,238,92,184,216,204,239,239,183,
123,253
7060 DATA T,224,T,128,140,T,140,
128,T,7,T,1,97,T,97,1
7065 DATA T,194,192,T,245,240,T,
252,T,1,1,T,67,7,T,7
7070 DATA 31,63,32,45,101,193,19
4,210,248,252,30,110,46,15,7,17
7075 DATA 212,67,64,95,85,64,160
,31,17,135,2,242,84,6,13,240
7080 DATA 32,23,15,55,35,43,35,1
19,20,162,194,182,22,90,20,180
7085 DATA 127,250,223,154,149,21
3,165,168,248,212,228,68,44,36,3
6,194
7090 DATA 65,115,122,61,242,63,8
7,155,193,227,181,253,254,252,15
6,156
7095 DATA 30,10,15,7,3,1,1,1,252
,249,249,242,225,226,230,227
7100 DATA 35,103,120,89,91,203,1
45,155,128,192,32,224,48,222,70,
2
7105 DATA 148,85,66,64,132,42,73
,200,30,56,248,136,97,34,196,8
7110 DATA 31,32,124,172,164,190,
132,164,224,16,248,180,158,242,2
,84
7115 DATA 102,96,79,95,79,224,T,
T,72,80,136,208,156,62,T,T
7120 DATA 2,67,63,20,8,14,20,32,
8,136,212,244,116,8,72,40
7125 DATA 40,63,4,65,142,132,227
,240,164,164,198,65,32,96,164,72
7130 DATA 0,1,3,199,143,141,141,
253,0,224,240,248,252,220,222,22
2
7135 DATA 127,15,15,253,141,57,3
3,231,254,254,92,254,54,54,51,51
7140 DATA T,95,87,7,15,62,60,60,
T,227,131,1,0,80,80,0
7145 DATA 56,56,0,0,8,42,42,191,
0,0,64,52,8,0,0,240
7150 DATA 0,0,3,7,13,13,13,7,0,0
,192,224,176,176,176,224
7155 DATA 135,131,163,163,227,23
1,207,223,229,197,197,213,207,23
1,247,251
7160 DATA 8,8,25,21,87,105,48,61
,128,128,128,68,44,212,52,244
7165 DATA 21,93,112,65,126,32,31
,4,72,200,40,48,16,208,80,104
7170 DATA T,T,240,224,237,237,22
4,226,T,T,63,31,159,159,31,30
7175 DATA 98,240,55,240,61,253,1
92,158,30,58,186,56,126,127,3,12
1
7180 DATA 0,3,5,14,10,21,26,42,0
,192,240,152,212,154,245,170
7185 DATA 85,106,127,2,125,42,31
,0,213,170,85,170,117,218,149,42
7190 DATA 0,17,26,29,26,17,63,22
2,0,136,88,184,88,136,252,123
7195 DATA 246,165,210,212,67,95,
101,191,63,165,77,43,194,250,166
,249
7200 DATA 0,1,7,15,31,62,60,58,0
,224,240,248,32,112,40,4
7205 DATA 54,117,114,112,112,113
,49,31,10,30,112,16,144,96,0,0
7210 DATA 31,63,32,92,66,200,194
,194,248,252,12,116,132,39,129,1
33
7215 DATA 246,91,160,175,168,167
,176,180,111,178,27,233,41,203,1
1,171
7220 DATA 1,3,2,2,4,4,8,63,0,128
,128,128,64,64,32,248
7225 DATA 10,25,17,8,11,20,35,96
,160,48,16,32,160,80,136,12
7230 DATA 0,3,4,15,24,27,26,24,0
,240,8,248,14,106,76,24
7235 DATA 9,9,8,11,4,6,27,63,24,
144,16,208,32,96,144,248
7240 DATA 60,60,T,T,T,T,60,60,60
,60,60,60,60,60,60,60
7245 DATA 0,0,T,T,T,T,0,0,0,0,0,
0,0,0,0,0
7250 DATA 197,69,119,16,28,4,7,1
,192,64,112,16,28,196,167,193
7255 DATA 3,3,15,15,31,127,T,T,1
92,192,240,240,248,254,T,T
7260 DATA 146,T,T,T,T,T,T,T,0,10
,4,10,16,32,64,128
7265 DATA 0,16,40,214,214,40,16,
0,0,0,136,221,119,34,0,0
7270 DATA 24,126,126,T,T,126,126
,24,T,T,T,T,T,T,T,T
7275 DATA 8,64,0,18,0,128,16,0,3
1,50,118,99,110,226,254,56
7280 DATA 126,66,169,145,82,T,19
5,T,16,40,68,254,108,84,68,56
7285 DATA 60,67,169,146,82,114,6
0,230,48,112,26,58,92,40,36,108
8000 GO SUB 730: GO SUB L
8010 GO SUB W: PRINT AT G,A;"R)u
n or F)ight?"
8015 LET I$=INKEY$
8020 IF I$="R" THEN  GO TO 8100
8025 IF I$="F" THEN  GO TO 8200
8030 GO TO 8015
8100 LET RUN=A: LET FLEE=A: FOR
N=H TO 22 STEP F: LET FLEE=FLEE+
L(N): NEXT N
8150 IF (FLEE/L(24)+FN R(D)-FN R
(D))>=VAL M$(Y,MON,F) THEN  GO S
UB W: PRINT AT G,B;"You run away
!": FOR N=B TO 15: BEEP .03,30:
NEXT N: GO SUB W: GO SUB 690: PR
INT  FLASH B;AT K,F;"Which";AT M
,C;" Direction?": LET U=A: GO SU
B 600: LET U=B: IF NOT RUN THEN
 GO SUB 515: GO SUB W: LET L(D)=
L(D)+B: GO TO 2030
8190 GO SUB W: PRINT AT G,B;"You
 weren't";AT H,B;"fast enough!":
 BEEP B,30
8220 FOR N=60 TO 61: LET L(N)=A:
 NEXT N: LET REP=A: LET MST=A: L
ET LDR=A
8225 FOR I=D TO E: IF L(I*F) THE
N  GO SUB W: PRINT AT F,A;N$(I)'
"Do you want"'"to cast a"'"spell
 (Y/N)?": LET MG=B: GO TO 8235
8230 GO TO 8395
8235 LET I$=INKEY$
8240 IF I$="N" THEN  GO TO 8395
8245 IF I$="Y" THEN  GO TO 8255
8250 GO TO 8235
8255 GO SUB W: PRINT AT F,A;"Whi
ch spell to"'"cast (1 to 5)?"
8260 LET I$=INKEY$
8265 IF CODE I$<49 OR CODE I$>53
 THEN  GO TO 8260
8270 GO SUB 5040
8275 IF MG=C THEN  GO TO 8285
8280 GO TO 8395
8285 GO SUB 740
8290 IF V=B THEN  LET L(I+57)=FN
 R(E)+D
8295 IF V=C THEN  LET LDR=FN R(C
)-D
8300 IF V=D THEN  LET REP=B: IF
VAL M$(Y,MON,H TO J)<D THEN  GO
SUB W: PRINT AT F,A;"I'm afraid
that"'"the REPEL spell"'"doesn't
 work on"'"this monster!": LET R
EP=A: GO SUB L
8305 IF V=E THEN  LET MST=C
8310 IF V=F AND Y<>G THEN  LET Y
=Y+B: LET L(D)=L(D)+B: LET I=E:
GO SUB 528: GO SUB 530: GO SUB 5
15: GO TO 2030
8315 IF V=F AND Y=G THEN  GO SUB
 W: PRINT AT F,A;"Sorry, there"'
"is NO seventh"'" level!": GO SU
B L
8395 NEXT I
8400 GO SUB W: FOR N=H TO M: PRI
NT  PAPER A;AT N,16;"      ": NEX
T N: GO SUB 730
8405 PRINT  INK G; PAPER A;AT H,
18;"NO:"; INK C; PAPER H;AT K,16
;"ST:";AT M,16;"EN:"
8410 LET STR=VAL M$(Y,MON,B TO C
)-MST: LET Q=VAL M$(Y,MON,G)-REP
: DIM M(Q): GO SUB 840
8415 FOR N=B TO Q: LET M(N)=VAL
M$(Y,MON,D TO E)+B-FN R(D)+LDR:
NEXT N
8420 GO SUB 505: FOR I=E TO M ST
EP G: FOR N=22 TO 31: PRINT  PAP
ER G; BRIGHT B;AT I,N;CHR$ (FN R
(E)+73): NEXT N: NEXT I: GO SUB
500: GO SUB 900: GO SUB 910
8435 LET I=FN R(E): IF NOT L(I*F
) THEN  GO TO 8435
8440 GO SUB W: PRINT AT F,A;"Pre
ss SPACE and"'"combat will be"'"
conducted"'"automatically.": GO
SUB L: PRINT  INK G; PAPER A; BR
IGHT B;AT K,19;STR
8445 LET FT=FN R(Q): IF NOT M(FT
) THEN  GO TO 8445
8450 GO SUB W: PRINT AT F,A;N$(I
)'"attacks monster"
8455 IF Q<>B THEN  PRINT AT H,A;
"number ";FT
8460 PRINT  INK G; PAPER A; BRIG
HT B;AT J,19;FT;AT M,19;B$;AT M,
19;M(FT)
8465 LET ZZ=(FN R(G)+L(I*F-B)+IN
T (L(I*F+D)/(M+(F*FN R(C))))+L(I
+57)+INT (L(I*F+C)/F))-(FN R(G)+
STR+C-FN R(E)-(C AND M(FT)<D)):
FOR N=B TO 15: BEEP .005,RND*M+M
: NEXT N
8500 IF NOT ZZ THEN  GO TO 8600
8505 IF ZZ<A THEN  GO TO 8700
8510 GO TO 8800
8600 GO SUB W: PRINT AT G,A;"No-
one has been"'"injured.": GO SUB
 9500: GO TO 8900
8700 GO SUB W: PRINT AT F,A;N$(I
)'"has been hit": LET L(I*F)=L(I
*F)+ZZ: IF L(I*F)<A THEN  LET L(
I*F)=A
8705 IF NOT L(I*F) THEN  PRINT A
T H,A;"and killed!": BEEP B,-20:
 LET L(24)=L(24)-B: GO SUB 900:
FOR N=-1 TO D: LET L(I*F+N)=A: N
EXT N
8710 PRINT  PAPER A;AT I*C+12,11
;B$; INK A; PAPER F; BRIGHT B;AT
 I*C+12,11;L(I*F): GO SUB 9500:
GO SUB 575
8712 IF L(I*F) THEN  GO SUB 8900
8715 IF NOT L(24) THEN  GO SUB W
: PRINT AT E,A;"Too bad, all"'"y
our delvers"'"are somewhat"'"dem
ised!"'"SPACE for"'"another game
?": BEEP C,-30: GO SUB L: GO TO
K
8720 FOR N=31 TO 50: IF L(N)=I T
HEN  LET L(N)=Y*100+X
8725 NEXT N: GO SUB 9500: GO TO
8900
8800 GO SUB W: PRINT AT F,A;N$(I
)'"has hit the"'"monster": LET M
(FT)=M(FT)-ZZ: IF M(FT)<A THEN
LET M(FT)=A
8805 IF NOT M(FT) THEN  PRINT AT
 J,A;"and killed it!": BEEP B,15
: GO SUB 910
8810 PRINT  PAPER A;AT M,19;B$;
INK G; PAPER A; BRIGHT B;AT M,19
;M(FT): GO SUB 9500
8815 LET V=A: FOR N=B TO Q: LET
V=V+M(N): NEXT N: IF NOT V THEN
 GO TO 8850
8825 GO TO 8900
8850 GO SUB W: PRINT AT G,A;"The
 enemy has"'"been destroyed!": F
OR N=B TO 20: BEEP .02,N: NEXT N
: GO SUB 9500: IF VAL M$(Y,MON,H
 TO J)=B AND L(52) THEN  LET L(5
6)=B
8860 LET EX=INT (Y/E)+Q+VAL M$(Y
,MON,B TO C)-L(24)-D: FOR N=B TO
 E: IF L(N*F) THEN  LET L(N*F+D)
=L(N*F+D)+EX: PRINT  INK A; PAPE
R F; BRIGHT B;AT N*C+12,20;L(N*F
+D)
8865 NEXT N
8870 GO SUB W: PRINT AT F,A;"Any
 survivors"'"each receive"'EX;"
experience"'"points!": LET M$(Y,
MON)="": IF EX=B THEN  PRINT AT
J,F;"! "
8880 GO SUB L: GO SUB 520: GO SU
B 515: GO TO 2100
8900 LET I=I+B: IF I=F THEN  LET
 I=B
8905 IF NOT L(I*F) THEN  GO TO 8
900
8910 GO TO 8445
9500 FOR N=B TO 100: NEXT N: RET
URN
9999 CLEAR : SAVE "GOBLIN" LINE
1: BEEP 1,1: VERIFY ""
```





Shadows of Mordor

1987 is the fiftieth anniversary of the publication of *The Hobbit*, a simple tale of folk with furry feet.

Melbourne House's **The Hobbit** is probably the all-time most successful adventure. Its sequel, based on the first volume of the *Lord of the Rings*, *The Fellowship of the Ring*, was a good deal less successful. It was too complex, too ambitious and there *was* the odd buy or two.

Now here's **Shadow of Mordor**, based on events in the second volume of the trilogy, *The Two Towers*.

As with **The Hobbit** and **Lord of the Rings, Shadow of Mordor** uses the book as a basis for the plot of the game, but doesn't follow it slavishly.

You can type in what are basically proper English sentences, and the program will, in most cases, understand you – assuming that the words you use are in its vocabulary. You can also string commands together, so you can input two or three orders at once. And, central to this game, you can talk to the other characters, who may or may not be willing to help you.

On the 48K **Shadows of Mordor** is, essentially a text adventure, although you can load in the graphics from the other side separately to look at them. On a 128K the graphics screens are integrated into the game – you can flip between the text and graphics screens. As for the graphics screens themselves they're quite neat – in a kind of low-res Level 9ish kind of way.

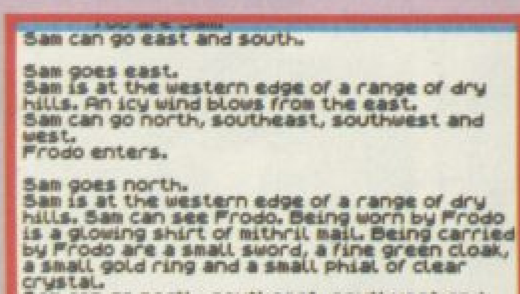
Meagre is a good word to describe the information you get about each place you visit – 'a dreamy swamp', 'a high cliff', and so on, and so on, and so on...

Smeagol is another annoying thing about the program, in more ways than one. Yes, he's a right pain in the ring finger, popping up all over the place and getting into places you've spent hours figuring out the route to like they were on the main line from Victoria. But at the same time he's a very shadowy character, in the sense that he's practically not got one. You're expected to know just who he is and what he does, and you're given no clues as to what he looks like or where he came from. OK, so read the book and all will be revealed – but it's still a bit lazy on someone's part. Plus, why does he have to keep disappearing into the bushes all the time? Does he have some sort of terrible bowel complaint Tolkien never mentioned?

Problem-wise, its difficult. I mean really very incredibly difficult! I would have got absolutely nowhere without the special reviewers help-sheet sent out with the tape. At the start of the game you can wander around the first few locatioins to your heart's content, but you will have to get down to some really strenuous activity before you're going to get anywhere.

If this game had been released at the same time as **The Hobbit** adventure came out, then it would have been a winner. But things have moved on rather in the last five years. Simply being tough isn't enough any more, at least not by itself. Adventures have to have atmosphere, especially when they're based on books as familiar as Tolkien's. Even the disappointing **Lord of the Rings** had more oomph when it came to the dramatic bits.

There's no doubt it's more polished than **LOTR** and it works – there are no massive Melbourne House patented super-style bugs – but it's still missing something. ■



FACTS BOX

More Tolkien stuff. Better than Lord of the Rings (and no bugs), but still something of a disappointment

SHADOWS OF MORDOR
Label: Melbourne House
Memory: 48K/128K (enhanced)
Price: £7.95

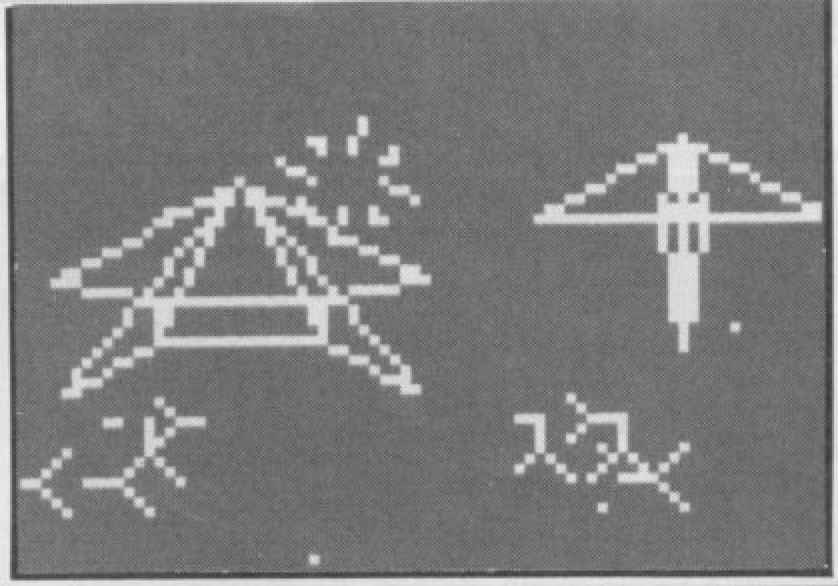
Reviewer: Gary Rook

★★★☆☆



DOGFIGHT 2187

ARCADE REVIEW





It's the 22nd century *again* and there's a hole in the universe and all kinds of undesirables are making use of this unguarded entrance and flooding in without paying their $1 toll or something. It's also **Dogfight 2187** from Starlight.

Rhett Dexter, border patrolman, it is your mission, should you choose to accept it, to block the gap in space-time continuum and prevent any more illegal aliens from gaining access to our universe. Mrs T would be proud of him.

Right. That's the plot out of the way. The gameplay – as well as the usual one and two-player options offers a mode where two players can play against the computer. Unusual and could be great fun.

Rather like some of the motor racing games the screen is split in half (almost) and each player gets to look out of one window on the outside world.

When you actually get going, it emerges that **Dogfight 2187** is a 3D game with not a great deal of originality. As you fly around (which is a little tough to get used to as the up and down commands seem to have been reversed) lots of geometrical alien things will zoom out of the inky depths of space and attack you. The little scanner at the bottom of the screen will give you an illustration of the alien head-on and a marker will indicate a weak point on its surface, giving you an idea of which point to aim for with your laserfire.

Apart from destroying the aliens that have already slipped through the hole, your task is to stop any more from making their way in. The best way to do this is by collecting the nine pieces of the Spatial Generator which will generate some space material and magically patch up the hole. Some of the pieces of the Spatial Generator are on board enemy aircraft and can be only obtained by blowing up the alien and then scooping up all the bits and pieces of machinery.

Thankfully any nine of the hundred pieces which have been strewn around the play area can be used.

Once you've found a bit of machine, you've got to fly to the hole and drop it off which will cause one ninth of the grid at the bottom of the screen to disappear, thus signifying the hole's decreasing size.

The gameplay is fast if not entirely furious. There isn't much of an impression of damage being inflicted by the aliens, as they fire rather weedy laser lines at you, and you fire big bolts of fire.

The problem with games of this sort is that, since they rely on superb speed or intricate problems, the graphics are essentially not particularly interesting to look at. While **Dogfight** gets pretty close to attaining the speed, it certainly doesn't make it in the intricacy stakes. In fact, it gets a little tedious after a while, the only real difference in the game as you progress being that the aliens become marginally more angry and commonplace.

It's certainly well worth a look and the two-player plus computer play option is novel■

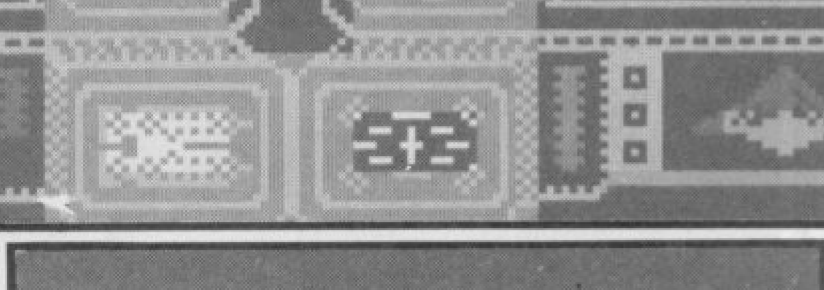
FACTS BOX

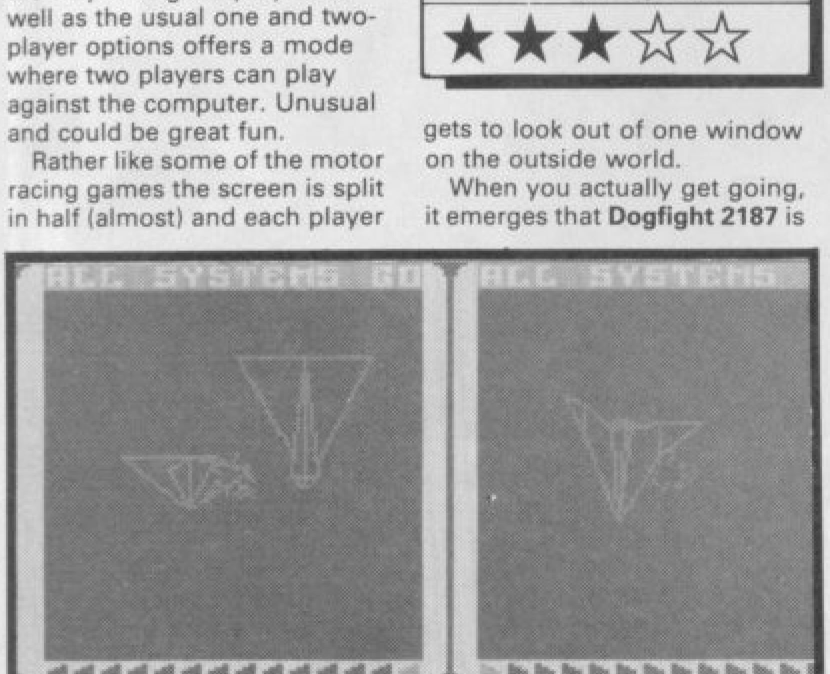
Re-hashed 3D routines with combat sequences. Features a two-players against the computer option

DOGFIGHT 2187
Label: Starlight
Author: "Tim"
Price: £8.95
Memory: 48K/128K
Joystick: Kempston

Reviewer: Jim Douglas

★★★☆☆






Piranha
THE Big SLEAZE
THE BIG SLEAZE
An adventure by Delta 4 from Piranha.
The time is the 1930s. The place is New York City. You are Sam Spillade, a thicko private dick operating out of 3024th street. Not a nice part of town. The story starts in Spillade's office and ends as far from New York as you can imagine. What goes on in between is a number of cases for Spillade Investigations. Crack 'em if you can. Stay alive if you're smart enough.
Spectrum, Commodore and Amstrad versions — all £9.95
BONUS
The long awaited electronic mag SCEPTICAL 3 is included free with the game.
DELTA 4

Around the world in 80 plays

Brace yourselves for a shock fellow Yeomen – we are not alone. Yup, there's a big wide world out there where the not so humble Spectrum is known, loved, cursed and generally kicked just as much as it is here.

In response to this flurry of foreign activity, this month SU brings you an exclusive, in-depth, detailed not very serious look at Spectrum software producers all over the globe, from the enigmatic East to the razamataz of Sunshine State.

Read on for the whole, shocking truth of the Sinclair involvement with the Russian SDI sytem, why you should wear a chequered shirt in Canada and the mystery of where all that silicon really does come from. . .

1. USA

This is it. The Big One, where the home computer cult really first began. Home of the Hamburger, Hollywood and the religious right-wing loony, the States has more home computers than anyone else in the World. Alas for Uncle Clive, only three of them are Spectrums.

Promanent Software Houses/ Personalities:
Activision (including Gamestar and Infocom), Microprose, Electronic Arts, Access, Epyx, Atari

Resident Home Computers
Apple II, Commodore 64, Atari XL, IBM PC, Atari ST, Commodore Amiga

Racial Characteristics
Universal belief that everything goes better with Coke. Tendency to wear loud clothing. Alliegence to the flag. Whooping under all social circumstances, however embarrassing. Complete failure to understand the rules of cricket

Major contributions to Global Culture.
The Big Mac

National Heroes:
Winners

2. ARGENTINA

Football mad nation of corned beef processors with little regard for home computing, sportsmanship or finders keepers

National Heroes
Evita, Maradonna, Guy Fawkes

3. AUSTRALIA

Ex-British colony that took Sir Clive to it's heart. Home computing is a fair sized hobby, coming closely behind surfing and 'roo hunting.

Prominent Software Houses/ Personalities:
Beam Software

Resident Home Computers
Spectrum, Commodore 64

Racial Characterisitcs
Rather like a glass of their amber nectar – initially bubbly and bland enough not to cause inconvenience, but soon becoming flat and insipid if left too long without being disposed of. Slightly touchy about their backgrounds – ball and chain jokes cause great hilarity closely followed by hospitalisation

Major contributions to Global Culture
Sidney Opera House, Olivia Newton John, Rolf Harris

National Heroes
Paul Hogan, Ned Kelly, Matilda and Alice Springs.

4. BRAZIL

Strangely enough, in towns, home computers are expensive, but not uncommon. The problem is that due to strict import restrictions, 'brand new' machines cannot be brought into the country. So more often or not, direct clones are produced in Brazil itself, for the domestic market. Not always strictly legal – but at least their footballers stick to using their feet as the major goal scoring appendage.

Major Contributions to Global Culture
The Rio carnival

National Heroes
Ronny Biggs

5. CANADA

Tundra-filled colony that we couldn't give away. Canadians are the USA's biggest trading partner, and their collective border is the longest undefended national frontier in the world. Home computing has a firm grip, but the Spectrum was never sold there.

Prominent Software Houses
Batteries Included (it does no Spectrum stuff, but what a neat name!)

Resident Home Computers
IBM PC, Apple II, Commodore 64

Racial Characteristics
Inability to decide whether to speak English or French – consequently arrived at a typically inadequate compromise involving mumbling incomprehensively. Two sorts of male – lumberjacks and failed lumberjacks, although confusingly, both wear chequed shirts. The latter become deeply subversive. A typical Canadian's idea of putting his computer to work is to hack into the nearest National Defence computer and write 'Kilroy was ici' all over the system

Major contributions to Global Culture
Kelly Monteith, Lichen.

National Heroes
The Mounties, Bianca Jagger

60. THE FAR EAST

Collective noun for where all the home computers are manufactured nowadays. Yes, your Spectrum may well have transistors grown here, but don't open the box up to check or you'll invalidate your guarantee. Naturally, having spent all day making them, the last thing the average Far Esterner want's to do in the evening is play with a computer.

Racial Characteristics
Rice with everything. Strong sense of fatalism means that they never phone up mail order companies after 28 days – even if the cheque has been cashed

Major Contributions to Global Culture
Zen Buddism, Chicken Fried Rice

7. FRANCE

Under a veneer of affability the French are almost as crazy about organisation and efficiency as their arch-enemies, the Germans, so took to the computer with great gusto. Until the Amstrad CPC came along, home grown machines such as the Thompson dominated – although Commodore had a fair look in.

Spectrums are not well known, handicapped by the fact they have English connections.

All French are sub-conciously deeply inadequate, due to William the Conquerer, ever since 1066 – they've been constantly taunting themselves with one question. If France is so good, why did he emigrate?

Resident Home Computers
MSX, Thompson, Oric, Commodore 64, Amiga, Atari ST, IBM PC.

Prominent Software Houses/ Personalities
Infogrames, Cobrasoft (**Murder on the Atlantic**), Jaws (**Chickin' Chase**), Ere Infomatique

Racial Characteristics
Fast talking, snappy dressing. The French can be disturbingly cool at times. Cooking and eating bits of animal that ought to have been thrown away.

Major contributions to Global Culture
Rive Gauche, Orange liquers, garlic

National Heroes
Yves St Laurant, Jaques Cousteau, Maurice Chevalier.

8. HOLLAND

High level of home computer ownership – and the average computer literacy is very high. This is bad news for software houses – any program protection is broken within hours of release – and copies freely distributed

Prominent Software Houses
Radarsoft

Resident Home Computers
Commodore 64, MSX

Racial Characteristics
The Dutch are a jovial lot – having been invaded and fought over almost constantly in this millenium, you have to develop a sense of humour

Contributions to Global Culture
The Clog

National Heroes
The little boy who put his finger in the dyke, Johan Cruyff.

9. HUNGARY

Generally acknowledged as being one of the more relaxed of the Soviet Bloc countries, with beautiful cities, beautiful landscapes – and a language that makes 'pass the salt' sound like a major epiglottial seizure. Home computers are still uncommon, due to the realtively low disposable income and shortage of 3-pin plugs.

Prominent Software Houses/ Personalities:
Andromeda Software, Homega Software (**Express Raider**)

Resident Home Computers
Commodore 64, Spectrum

Racial Characteristics
Great lovers of traditional music, folk dancing and sign language.

Major contributions to Global Culture
The Danube (part)

National Heroes
Ceasar the Cat

10. IRELAND

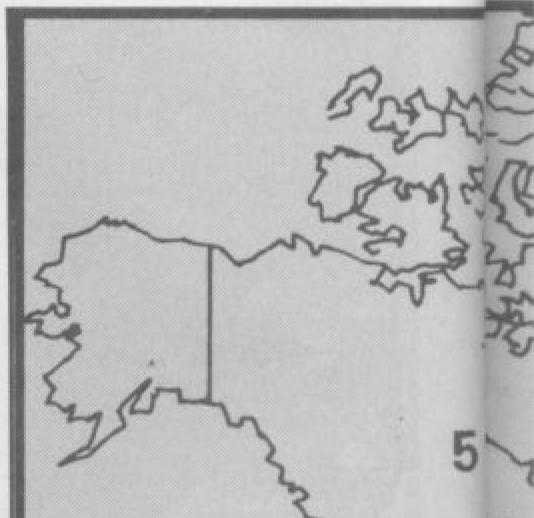
A country where people take their time about things – so buying the Spectrum by mail-order was a natural – with a consequence it is well represented in the Emerald Isle.

Prominent Software Houses/ Personalities:
New Concepts (now defunct), St Brides

Racial Characterisitics
Speed is an unknown concept – except when commentating on horse racing

Major contributions to Global Culture
Guinness, Blarney, James Joyce

National Heroes
Michael O'Hare, St Patrick, Popes



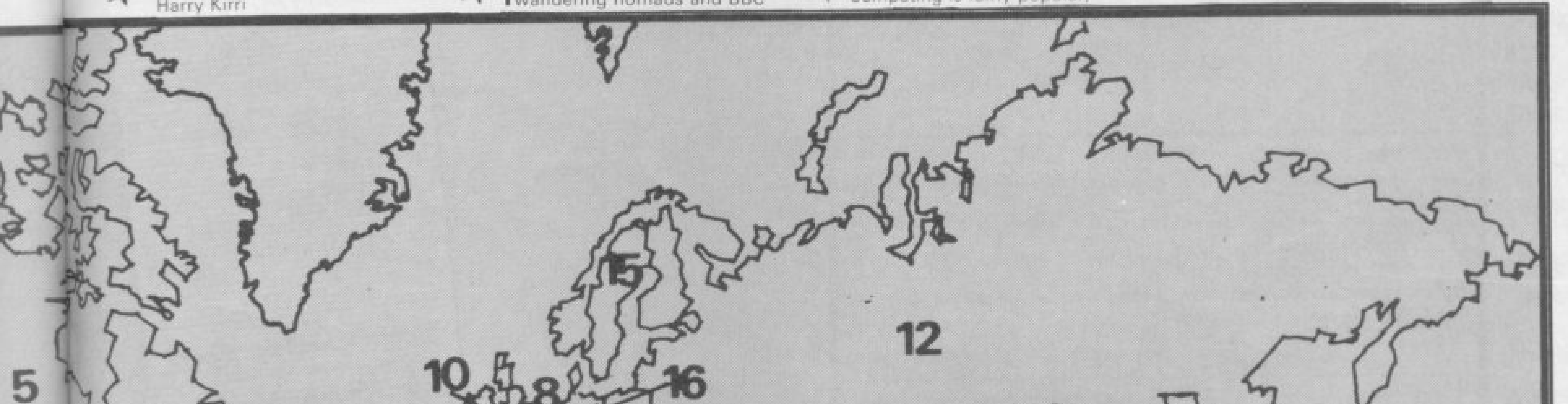
11. JAPAN

Land of the Rising Sun, MSX and Games Consoles. Yup – Spectrums stood about as much chance of selling here as, well, just about everything else that isn't Japanese.

MSX sold like warm saki at a hypothermic alcholics convention and a games cartridge for the popular machines can be said to have done well if sales break a million. Best selling game of last year was – **Super Mario Brothers**.

Around the world in 80 plays

Prominent Software Houses/ Personalities:
Sega, Nintendo, Konami, Data East
Resident Home Computers
MSX
Racial Characteristics
Anyone that tuned in to Clive James on TV or watched *Shogun* can solemly swear that the Japanese are certainly a race apart. Quaint feudel honour system of allegiance and service still operates under the corprate umbrella – affecting everything from their world trading policy to how they serve tea.
Major contributions to Global Culture
The Futon, flatter squarer tubes, the 26" inside leg, the Honda 250 Super Dream.
National Heroes
Harry Kirri



12. RUSSIA

Home computing doesn't exist as a hobby – computers are still relatively rare, although MSX has something of a hold in the schools – bought in as a job lot contract that Sinclair had bid for, unsuccessfully.

There is still an American ban on the import of 16-bit technology into the USSR – consequently the Russian answer to SDI (secretly developed by Sinclair in its last days under Sir Clive) is rumoured to be a massive array of three million Spectrums, stored deep under the Urals, all networked together via a modified Interface One, run under a QL, (expanded to 512K)

Resident Home Computers
MSX
Racial Characteristics
Endemic propensity towards vodka, divorce, more vodka and not having any elections. A country of jovial paranoids.
Major contributions to Global Culture
Workers control of means of production
National Heroes
Lenin, Tschaikovsky and John Wayne

13. SAHARA DESERT

Inhabited only by a few wandering nomads and BBC wildlife film crews – both of whom have no interest in home computing. But where do you think all that silicon comes from?

14. SPAIN

The home computing boom almost certainly started when a kid called Kevin refused to leave his Spectrum at home when the family went to Benidorm. After being exposed to such high technology, the Spanish never looked back. Via Investronica, the Spectrum dominates the Spanish market. Which is, of course, how things should be.

Resident Home Computers
Spectrum, Amstrad CPC, MSX, Commodore 64.
Prominent Software Houses/ Personalities:
Erbe (**Camelot Warriors**), Dinamic (**Army Moves**), Ziggurat Software.
Racial characterisitics
Animal lovers they are not – so bulls, donkeys and tabloid journalists get the thumbs down.
Contributions to Global Culture
The package holiday
National Heroes
Manuel, Blackie, Thomas Cook

15. SWEDEN

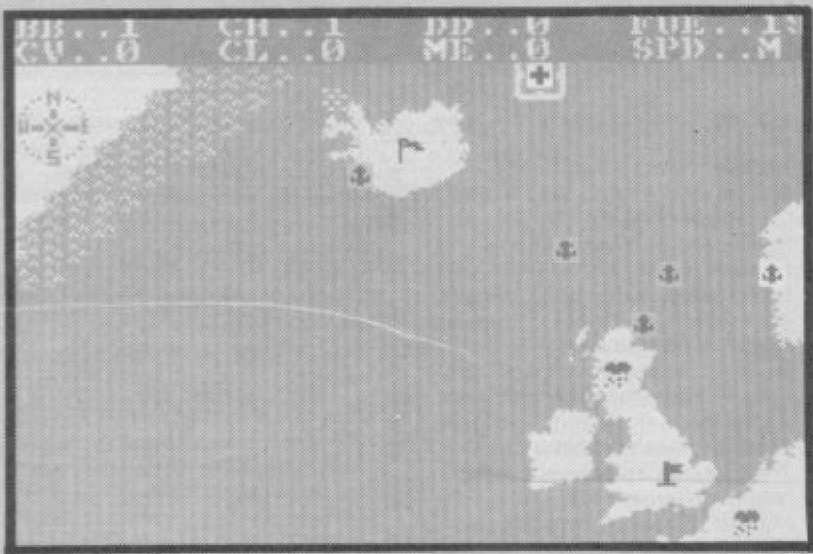
Land of the Mountain, the Fiord and the Russian submarine. Swedes are extraordinarily civilised in all activities. Computing is fairly popular, although the average user is certainly more serious than in the UK. A lot of dust covers get sold in Sweden. The Spectrum sold quite a few over there, too.

Prominent Software Houses/ Personalities:
Bo Jangaborg (via The Edge/ Softechnics), Tron Software (**Ninja Master**)
Resident Home Computers
Spectrum, Atari ST, Commodore 64, Commodore Amiga, MSX
Racial Characteristics
Unhealthy interest in personal fitness, fibre and birch twigs. Smugly liberal. Triple glazing of domestic windows and eye glasses is compulsory.
Major contributions to Global Culture
The SmorgsbØrd, the Volvo, Abba
National Heroes
Record-breaking middle distance runners

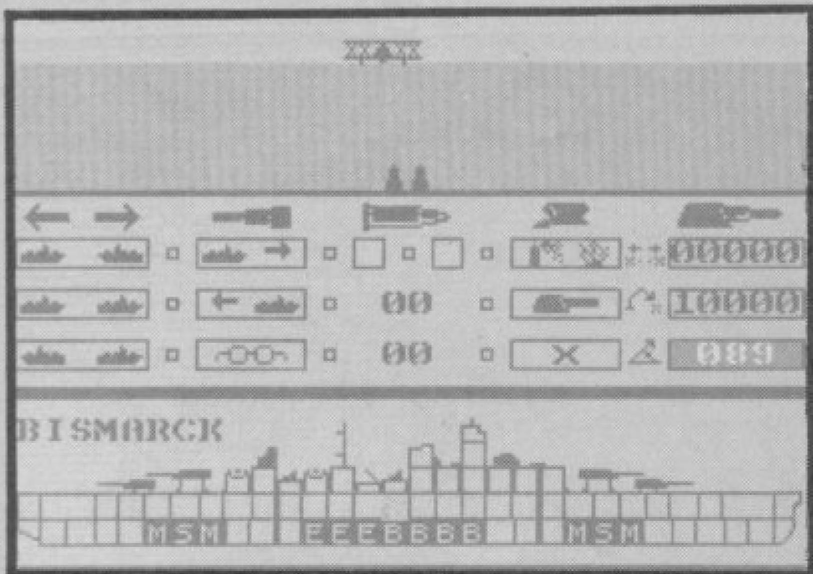
16. WEST GERMANY

Germans are serious about their computing, just as they are serious about life. The Commodore 64 was always a market leader – but Atari ST sales are starting to make an impression. Very few Spectrums ever sold. It just didn't look efficient enough.

Resident Home Computers
Atari ST, Commodore 64, Amstrad CPC, MSX.
Prominent Software Houses/ Personalities:
Jasden Joerges (**Kinetik**), ISI (**Ollie and Lisa**)
Racial Characterisitics
Trains run on time in Germany. Graffiti is removed. Members of the Green Party are shot on sight.
Major contributions to Global Culture
Saukraut, World Wars I and II
National Heroes
Wagner, Boris Becker ■



BISMARCK



The **Bismarck** was a German 'pocket battleship' and during the second world war it had much the same effect on the British Navy as Freddy the Bogeyman has on assorted teenagers in *Nightmare on Elm Street* part whatever.

Not only did she (ships are always female for some reason – even those with butch names) raid convoys and send defenceless merchant ships to Davy Jones' Locker, she also sank *HMS Hood*, the pride of the British fleet, which went to the bottom of the Atlantic with all but three of her 1,415 crew.

Now PSS's strategy game **Bismarck** gives you the chance to show just how the hunt for the Nazi commerce raider should have been conducted – or can you, as the Captain of the Bismarck, evade the Royal Navy, cut Britain's Atlantic lifeline, and escape to safety in Brest harbour?

There are two parts to the game. The first part, the search phase, involves you moving your ships around the map of the Atlantic, flying off your aircraft to look for the enemy, and basically waiting for the *Bismarck* (or the *Prinz Eugen*, the slightly smaller warship which accompanied it) to get spotted. Of course, if the *Bismarck* has been sighted, then the British navy will converge on her as fast as it can.

The map shows the Atlantic Ocean, the North Sea and the English Channel. Marked on it are Scandinavia, the British Isles, Iceland, a bit of Greenland, and the North West coast of France. Dotted about this area are the various ships and groups of ships which are at the players' disposal. These are shown as squares, about a character to a side. The *Bismarck* is a black cross on a white background, while the various British ship types – destroyers, cruisers, battleships, aircraft carriers and convoys – are represented by different symbols. The game uses hidden movement: so if you're playing the Germans, the

FACTS BOX

Tense and exciting blend of strategy and arcade simulation – a long way from playing Battle-ships!

BISMARCK
Label: PSS
Price: £9.95
Memory: 48K/128K

Reviewer: Gary Rook

★★★★☆

YANKEE

This is the latest title from CCS, which seems to have given up publishing anything except wargames. As a dedicated wargamer, that's fine by me.

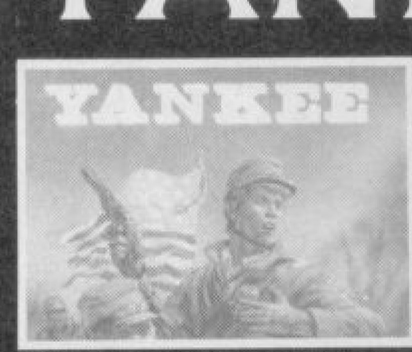
Yankee is two games in one – Gettysburg on Side A of the tape, Chickamauga on Side B. Both use the same game mechanics – the only differences are the map layouts and the names and strengths of the forces involved.

The brace of engagements you can refight are both famous names from the American Civil War. At Gettysburg, the North smashed the South's last hopes of capturing Washington and getting a quick victory. Chickamauga was much the same, only the other way round – the Confederates wiped the floor with the Federals, and the war dragged on for a couple of years longer. In both battles you control the side that won historically, so you're the Union in Gettysburg and the Rebels in Chickamauga. The computer will play the other side – and it's a tough and very dangerous opponent.

The maps are fairly attractive, if a bit garish to anyone who hates clashing wallpaper. The usual sort of standard wargames terrain features are marked on – towns, woods, hills, rough ground, rivers etc.

The units are large squares, about four characters to a side. The Yankees are blue, the rebels are yellow (damn right!) and each counter has a silhouette showing what type of unit it is in black – the different sorts are infantry, cavalry and artillery. Also marked on the counters is the unit's corps designation – three or four counters make up a corps, and you can give orders to the whole lot by telling the corps headquarters unit, marked with a 'C', what to do.

To give units orders, you move the cursor over them and choose what you want them to do from a menu. This menu varies according to the troop type and whether or not the unit you are ordering is in command of a corps or not.



You can find out information about your units by moving the cursor over them and asking for details. You get told how many men they have and what their morale level is. If a unit's morale gets too low, then it will run away – not much use!

Combat is simple: units which are adjacent to enemy counters attack and are attacked by them; the more men your unit has, and the better its morale is, the more enemy it will kill. Losses are taken in multiples of 500. Artillery can kill people at a distance.

Both game varients work well and are challenging. The immediate feel you get, controlling the destiny of thousands of men, is one of absolute desperation – especially as the game uses hidden movement, so half the time you don't know where the enemy's units are until they come charging out of the nearest wood. You actually begin to sweat wondering just where the computer's forces are. While the movement system is a bit of a bore at times, and takes quite a while, combat is quick and bloody which makes up for it.

An exciting touch is the way your corps commanders will send you messages mostly to tell you they can't hold out much longer and can they retreat?

They effectively say 'to hell with this for a game of soldiers, I'm off home' if you don't look after them properly – it happened to me a lot.

Great fun, and even educational (sorry about that) CCS is to be applauded for this one – even if the computer did chop me up into very fine pieces and fricasee the results. I will be back into the fray – once I recover from the last one■

FACTS BOX

Great fun, but needs some brainwork. Good graphics, effective game mechanics and it's good value

YANKEE
Label: CCS
Author: in-house
Price: £1.95
Memory: 48K/128K

Reviewer: Gary Rook

★★★★☆

only units on screen will be the *Bismarck* and *Prinz Eugen*, and any British ships they can see. With the British, it's vice versa – you'll see the pride of the Royal Navy, about a dozen symbols, but no Germans unless you've spotted them.

Also on the map are various strange little symbols – wind socks, clouds, flags and anchors. The wind socks represent the air search capability each player has – move your command box over wind sock, hit *Fire*, and the areas your planes are covering at present will be highlighted and any enemy ships they can see will be shown. The cloud symbol represents the players' metereological experts. The flags are the respective headquarters – you sometimes get message from them – and the anchors are the various naval bases on the board.

Movement is simple – use the cursor keys to put the command box (an open white square) over the ship to move, hit *Fire*, move the cursor to wherever you want the ship to go to, hit *Fire* again, and off they go.

If movement is simple, combat isn't. In fact, it's so complex, that you'd be well advised to take advantage of the 'training programs' option.

When one of your fleet contacts an enemy vessel you become captain of that ship. The screen changes from the map to a sort of control panel/view from the bridge. The top part of the screen is what you can see from the bridge. Lots of sea, with the odd silhouette of an enemy battleship dotted around. The bottom part of the screen has a series of icons on it. By using the cursor keys to highlight the icon you want, you can order your ship to run away, charge, or maintain your distance, in non-technical terms. Other icons control which way you're looking, and the weaponry the various types of ships have – guns for battleships, torpedos on destroyers, and planes on aircraft carriers.

Everything's done in an almost-arcade-but-not-quite-exactly style. The enemy ship appears on your radar screen, you get it in your gun sights, then you fire off a salvo of shells or a brace of torpedos and try to avoid enemy fire and so on. The problem is that it's not easy to switch from one activity to another quickly, as you have to keep accessing the different icons all the time.

I got blown out of the water on two occasions while I was still trying to work out how to stop firing my guns and run away – but then I was attacking the *Bismarck* with a measly little destroyer, which I understand may not be such a good idea.

There's certainly enough action in **Bismarck**. I don't know if you can call it a true wargame but, what the hell■

STRATEGY SIMULATION REVIEW

FACTS BOX

Unsuccessful marriage of arcade and wargames. Not enough oomph in either, and it falls neatly between two stools

TOBRUK
Label: PSS
Price: £9.95
Memory: 48K/128K

Reviewer: Gary Rook

★★☆☆☆

TOBRUK



Tobruk is pretty disappointing. It's an attempt to marry strategy gaming with arcade gaming, in much the same way as PSS did with **Bismark,** but it's nowhere near as successful.

To begin with, you get the usual wargame-type map, this time of the area of North Africa around the port city of Tobruk – a very important location in the campaigns in North Africa during the second world war. And to the right, a window giving status info – strength, supplies, etc.

The map is pretty bare, except for a few escarpments and an enormous minefield, which separates the two armies from each other. Allied units are character squares with dark bands against white backgrounds. Axis (German and Italian) units are black crosses against white.

The game's either one- or two-player and, if one-player, the computer will control the Allies. To order your troops, you put the white open square – the command box – over a unit, hit *Fire*, move the cursor to the desired location, hit *Fire* again

If you're next to an enemy force, then you can attack it – use the cursor to choose which units are attacking, and who they're going for and, if you've chosen to play with the arcade action screens, then you can pick one battle per turn to 'participate' in.

The arcade screens are a bit like a cross between **Battlezone** and **Commado,** but not half as good as either. You can choose to drive the tank, fire its machine gun, or use its turret and main gun. But you can only do one of the three at a time, and it's not easy switching.

In drive mode, you race around a patch of desert, getting shot at by enemy tanks or machine gun posts which pop up every so often. It's a bit frustrating, being able to chase things but not actually shoot at them. In turret mode, the situation is reversed. You can shoot at enemy tanks, and track them, but you can't chase after them! In machine-gun mode, you can shoot at whatever's on screen, but you can only fire in front of you – you're machine gun is fixed, not in a turret like the main gun. All very confusing. . .

The two halves are linked – the better you do in the arcade section, the better you are going to do in combat in the wargame part. But to be honest, I wasn't really that interested. The problem with this one is that it's neither one thing nor the other: the wargame bit is boring, and the arcade sequence is clumsily executed■

APOCALYPSE

Apocalyse was originally (still is, in fact) a boardgame, published by Games Workshop. A couple of years back, a software house called Red Shift produced a computerised version and now Command Software (part of Infogrames) is reissuing it.

In effect, **Apocalypse** is four games in one, or more accurately the same game with four different maps to play on. The different maps are Europe, the Caribbean, Great Britain and London. In each case, the



objective is the same – to use the force of arms, represented by your land and naval forces and your nuclear strike force, to dominate the playing area. The game mechanics are the same in each scenario.

The best way to describe the game, is to give a brief idea of how just one of the scenarios works – the European map is probably the simplest. Most of the screen is taken up with a large strategic map divided into squares, representing deserts, mountains, rural areas, the sea and cities.

To the right of the strategic map is a smaller, tactical map showing the area immediately around the cursor. It lists the value of each region shown, and the troop strengths in each square.

At the beginning of the game, the players, however many there are taking part, divide up the cities on the board between them and build forces, either divisions, navies or nukes.

Movement of units is simple – cursor over an area where you have troops, choose how many divisions or ships you want to move, then cursor to destination and hit *Fire* and combat occurs when you try to move into an enemy occupied square. The number of units you can move into a space depends on what sort of terrain it contains. You need more armines to attack cities, for example. There are two ways of deciding who wins a combat. In one, the attacker picks a number and the defender then tries to guess what that number is. The second combat method is the same, except the computer randomly chooses numbers for you.

Apocalypse is now a couple of years old and looks it. Unlike many other wargames being produced now, it's ugly as hell. Squares are very, well, square looking. And the movement system can be very tiresome as it takes a very long time for orders to be input. Add to that the fact that you've got to have two to four players – no one-player option – and it should be a dodo. But actually it isn't, mainly because you get so much for your dosh. But in addition to the cash value, the games are really more than playable, if you don't mind the length of time they take■

FACTS BOX

A slow game, but you certainly get plenty for your money. Dated now but based on a strong board game

APOCALYPSE
Label: Command
Author: Red Shift
Price: £9.99
Memory: 48K/128K

Reviewer: Gary Rook

★★★★☆

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STOCK CONTROL. £10.95p
Handles 900 lines, including details of supplier. Program has full search facilities enabling you to search and update all lines from one supplier.

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MASTERFILE by Campbell Systems £14.95p
This is one of the best database programs available for the ZX Spectrum. This program has many uses in a small business.

SUPERFILE. £14.95p
This is a new database program that stores pages of text 64 columns x 22 rows. The program includes word processing and full search facilities.

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This program will enable you to present figures in histograms or pie charts. Displays 3 years as a direct comparison or 5 years to show a trend. A unique feature of this program is that all the figures can be printed with the histogram.

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TRANSEXPRESS by Romantic Robot £9.95p
Micro-drive utility program which will enable you to back-up all your micro-drive cartridges.

TASCOPY by Tasman Software £9.90p
This program allows you to produce 3 sizes of screen copy using Interface 1.

New

SUPADRIVE £9.95
This program supplied on microdrive allows you to format a cartridge on the spectrum with 100-105K, retrieve corrupted files or print a full catalogue showing addresses and start lines

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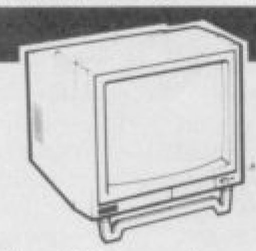
• Microdrive Box



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SURGERY

Sinclair Surgery

Spectrum on the blink? Rupert Goodwins has a cure

128+2 sound and vision

A lot of people have written in about 128K + sound and vision problems. The audio agony is usually of the form that either the picture or the sound can be tuned in, but not both at once. This is due to a circuit within the 128K+2 being slightly out of kilter. Best bet in this case is to take the offending micro back to the retailer, and not to leave the shop until you've seen the replacement working well. If you are the bold sort who laughs at guarantees, then you can have a go at fixing the problem yourself.

Take out all the screws from the bottom of the 128K+2, and carefully remove the top of the case. Make sure that the keyboard stays connected. Hold the *Break* key down, and plug in the +2. When the test card appears, tune in your TV for the best picture, and turn the volume up. On the circuit board of the +2 you'll see a small metal box, about a centimeter cubed in size. In the top of this will be a small screw. Turning this screw will adjust the sound tuning. *Don't* use a metal screwdriver; a sharpened matchstick or plastic knitting needle will do. At one point, fairly close to the original setting, the beeping will be clearest. Retune the TV to make sure that and best sound coincide, and put everything back together again.

The picture problem is that a blue or yellow shadow appears on black lines. There is little that the user can do, but bear in mind that some TVs show the effect worse than others. An RGB monitor won't have the problem at all. More recent batches of Spectra are better behaved, so try to get your machine replaced by one you can see delivering the goods.

Another problem fixed on newer +2's that several people have noticed is that shifted M and Ns in 48K mode don't work. This is a timing problem, and is easy to test for when getting a replacement.

If you're going to buy a 128 or a 128K+2, it'll pay to watch out for the above boo-boos in the shop. Saves trouble later, you see...

On the button

How do I wire up a reset button for a Spectrum 48K, issue 3B? What exactly does reset do, anyway?

Magne Tillung
Bergen
Norway

● *The easiest way to wire up a reset button is to put it between pins 19 and 6 of the underside of the edge connector. Solder the wires on a little way in from the connector itself, as you might stop any plug-ins from fitting otherwise. It's a good idea to put a 1 ohm resistor in line too, as this protects the switch from excessive current when it discharges the capacitor in the circuit.*

Reset on a Spectrum just resets the Z80.

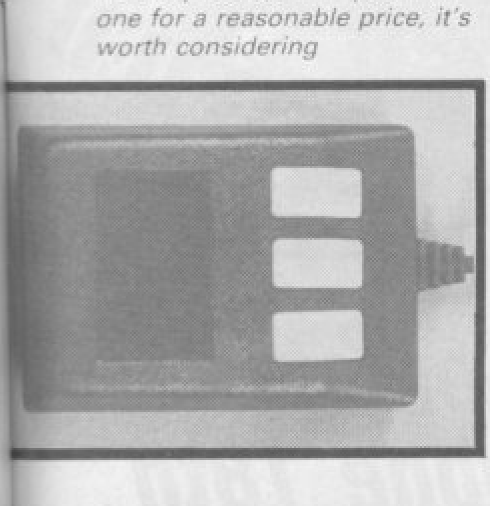
Once the Z80 gets going after a reset, it takes care of resetting and clearing the Ram and anything else that might need it.

Which rodent?

Is the AMX mouse better than the Kempston one? Also, I'd like to buy a printer, and am looking at the Epson P40. Is it any good, and does it work with the Ramprint printer interface?

Robin Jamil
Brandlesholm
Bury

● *Well, I'd hesitate to say that the AMX rodent was more of a mouse than the Kempston equivalent, but the former does seem to be better supported by the software world. As to the Epson P40, yes, it will work with the Ramprint interface. Epsons have an enviable reputation for reliability, and their control codes are accepted as the industry standard. If you find one for a reasonable price, it's worth considering*



East Ender

I want to build a Spectrum compatible computer, but I've gone and sold all the rights to it, and my name, to some East Ender. What can I do?

Clive N I Clairs
The Brick House
Cambridge

● *Give up. Go and build a car*

No go 128

I have an Alphacom 32 printer and a Spectrum 128K+2. While the printer works fine with the computer in 48K mode, it won't do anything in 128K mode. Is there any way to rectify this?

R C Atkins
Sonning
Reading

● *There's no real reason why the Alphacom (or the ZX Printer) won't work in 128K mode with the Spectrum 128 or 128K+2. It's just that the software built into the 128 chooses to divert* Lprint *and* Llist *to the RS232 port. It also re-uses the area of memory which in 48K mode is used for the ZX printer. So there are no hardware modifications to be made, but you'll have to write your own machine-code programs to drive the printer directly*

Cross the pond

I work both in the USA and the UK. I've got a Timex 2068 in the States, and a Spectrum over here. I'd like to be able to write programs on the Spectrum to run on the 2068, and vice-versa.

At the moment, the tapes from the 2068 won't load properly on the Spectrum, and I'd like to run some Spectrum tapes I've already got on the Timex.

K G Crack
Finchley
London

● *Running Spectrum programs on the TS2068 is simple – you buy the Spectrum emulator module from your local Timex dealer. This plugs into the socket on the right of the Timex, and makes the computer entirely Spectrum compatible. Going the other way is trickier, as the TS2068 has extra display modes and some fancy Rom switching. Most Basic programs should work, and if you're going to write any machine code make sure it never calls the Rom directly*

Quick problem

Please could you tell me if it is possible to use two Kempston Quickshot joysticks on a Tristate Joystick interface. I have tried it, and it doesn't seem to work. If it can't be done, which two joysticks could I use with that interface?

Tony Watts
Pound Hill
Crawley

● *It seems that your real problem lies with the interface. You don't say if just one joystick works, or whether there is a complete transducer positioning indeterminency (ie it don't work at all). In either case, the Quickshots are about as standard a stick as one could hope for. They should work just like that, so I'd suspect the old Tristate. Usual advice – try the joysticks on a friend's interface, or a (close) friend's joystick in yours. A little logical deduction*

Graphic error

I own a Spectrum 128K, Centronics Printer Interface and a Tandy Color Graphic Printer. It all works fine, apart from one problem. I can't get the printer to print graphics. I load in a special program to make the printer work, but if there are some graphics on the screen it just produces a blank. Is there anything I can do?

Neil Millican
West Derby
Liverpool

● *The Tandy printer isn't really a printer at all – it's a plotter. When it prints characters, it draws them using a ballpoint pen in much the same way as you would. Most other printers print characters in the same way as a computer does, by setting a pattern of dots. Similarly, they can copy graphics from a computer screen, because it just involves lots of dots. The Tandy can't do this, it can only manage straight lines and characters it knows about, like letters. So there's really nothing you can do*

NEXT MONTH

CLASSIFIED INFORMATION

CLASSIFIED INFORMATION

10 Downing Street
Whitehall

Memorandum

Status: Your eyes only

To: Chief of State

Subject: SU Magazine July Issue

From: Chiefs of Staff M15
M16.BOSS.CIA McDor
Enclosures.

PRIME MINISTER

Above Chief of Staffs wish to bring forward matter for your urgent consideration. Concern has been expressed to these departments about effect on world economy of growing success of Sinclair User Magazine. Magazine's excellence has already been responsible for the collapse of several major British publishing houses with a resulting serious loss to the Exchequer of millions of pounds in Tax Revenue. Sinclair User may be a more serious threat to longevity of this administration that entire Russian military arsenal.

Please see enclosed reports.

To: EMAP Central Control
From: SU Team
Subject: Plans for July Issue.

Leader. Plans for world DOMINATION well in hand. July Issue MEGA!!*@?

Contents include:
Brilliant and gigantic free poster of awesome colourfulness.
From **Knight Lore** to **Head Over Heels** .... and beyond (3D games in perspective).
Over here (American software on the Spectrum - look at new goodies).
Brilliant competitions for some well nifty prizes.
POKE II (second poke coupon and a chance to complete <u>your</u> set of poke cards).
More exclusive reviews of !! THE GAMES THAT MATTER !!

57. CLASSIFIED. TOP SECRET. SECURITY CODE 007.

TO: BOSS
SUBJECT: EMS

HELLO GOUNDER, I GOT A RIGHT JUICY ONE FOR YOU HERE. I WAS DOING THE USUAL FAN ROUND NEAR THEM SINCLAIR USER OFFICES LIKE WHAT YOU SAID AN KEEPING AN EYE OPEN BECAUSE OF THEM BEING A DANGER TO THE ECONOMY LIKE WHAT YOU SAID AND I FOUND THE ENCLOSED BIT OF PAPER. I WAS THINKING IT MIGHT BE USEFUL A PRETTY PENNY TO YOU SEEING AS YOU I THOUGHT IT WAS SO DANGEROUS LIKE YOU SAID. SEE GOOD LOVE YOU.

Nobby

NOBBY (UNDERCOVER RUBBISH COLLECTOR)

PS ANY CHANCE OF A FEW QUID

CLASSIFIED INFORMATION

CLASSIFIED

(not published in Australia)

SU July Special Government Secrets Issue
Dirty Dealings Uncovered June 18th



CATCH THE PIC

Stop press!! Here's a picture of Martech's Catch 23 (see last month's *Preview*). Phew.
Streetdate: June.
Price: £8.95

DUCK! HERE'S HOWARD



If you thought Howard the Duck had sunk without trace after being such a dodo of a movie and after looking so bad on the C64, think again! Here he is, actually looking like he's been completely re-written.
Streetdate: Now
Price: £9.99

ZYN OF THE TYMES

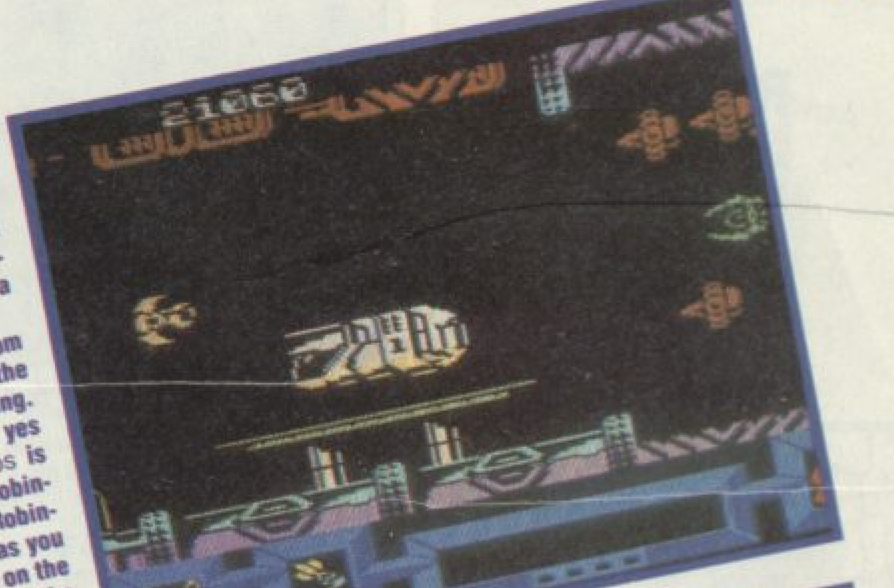
You are using your skill and cunning to escape from the alien-controlled planet. You are bravely fighting your way past the alien space ships. You are conquering murderous missiles. You're being a bit of a hero really.

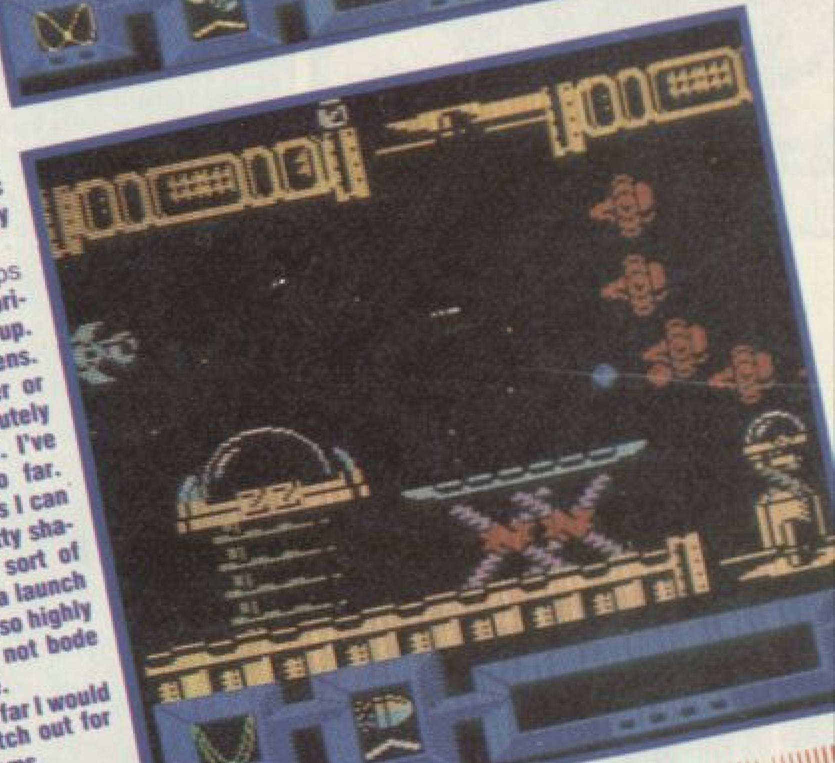
Yet another shoot-em-up from Hewson, yawn, yawn, get out the cocoa, you might be thinking. But you would be wrong. Oh yes you would. Because Zynaps is the first game by Dominic Robinson. And who is Dominic Robinson might you ask? Well, as you may know, being a sort of on the ball, astute sort of person (the kind of person who reads this magazine in fact), he's the guy who converted Uridium on to the Spectrum last year. And Uridium being a pretty good game I think we'd all agree, young Dominic goes down as being a pretty good bloke.

So there we have it. Zynaps is a good, old-fashioned, horizontal scrolling shoot-em-up. Zynaps has over 450 screens.

Well, I can't say whether or not that's going to be absolutely one hundred per cent true. I've only seen the piccies so far. Certainly, from the piccies I can see that Zynaps has pretty shaped space ships and a sort of helicopter like thing on a launch pad sort of affair. It's also highly coloured, which could not bode well colour clash-wise.

Pretty promising so far I would have thought, but watch out for those attribute problems.
Streetdate: June.
Price: £7.99



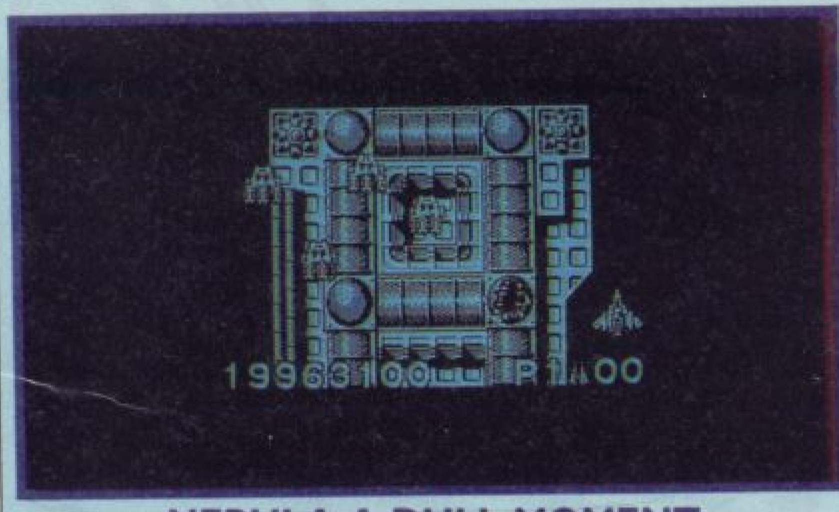




RENEGADE ON THE COIN-OP DEAL

Remember Renegade – new up from Ocean – see last month's SU previews? Well, here's a picture that doesn't really show just quite how violent etc the game actually is. It is, believe me.
Streetdate: not confirmed.
Price: not confirmed





BEEP! BEEP!

Roadrunner – possibly the most sublime of all extremely and endlessly violent cartoons – is now, via the coin-op, being converted to the Spectrum. Versions on the Spectrum seen so far look, well, let's say OKish. There is still a lot





of work to be done.

The game involves running away very fast from the coyote whilst eating birdseed. This is considerably more exciting than you might imagine. The desert backgrounds look good while the assorted trucks and vans that run you over don't. We're optimistic. . . US Gold must be confident – it's spending as much marketing on it as it did on Gauntlet.

Streetdate: June.
Price: £9.99

NEBULA A DULL MOMENT

It's 2124. Doesn't time fly when you're having fun? Not that you're having fun at the moment. Because all the nice things in life, like energy, heat, light and so on, are running out. So the World Energy Committee has come up with a plan.

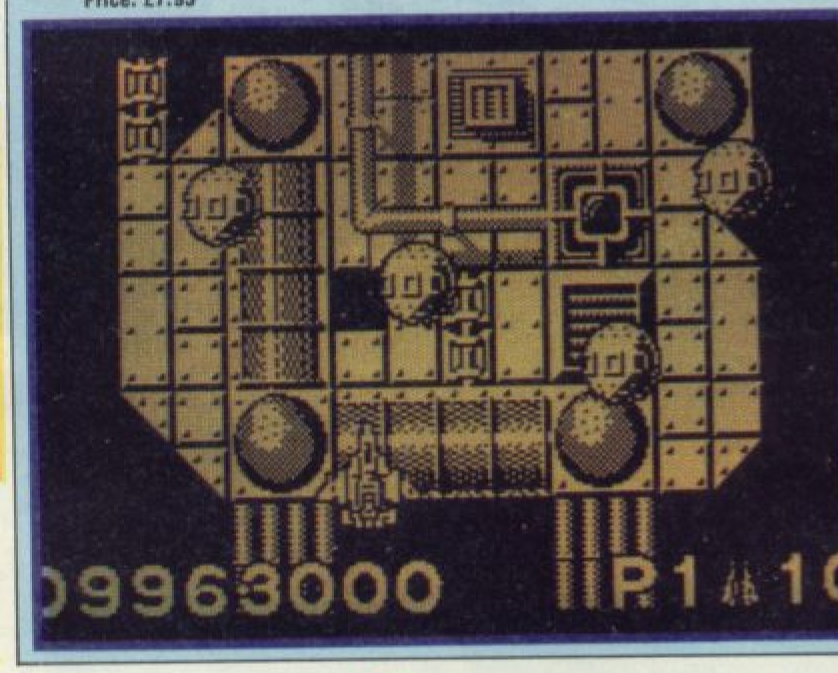
And it goes something like this. Lots and lots of colony ships are going to be hurled into the corners of the galaxy to search for new energy sources. And that's basically the background to Hades Nebula from Nexus.

So who's this Hades Nebula bloke you'll be asking. Well, it's not a bloke, it's a thing. It's a planet that's rich in energy resources (a good thing) but it's been taken over by the evil old Emperor Hades (a bad thing). The evil old Emperor is trying to capture all the colony ships and sell them off for scrap metal. Fortunately, one ship, Colony 7, has been the victim of a computer error (sound familiar) and has materialised two years before the Emperor's fleet lands on Hades Nebula. (Which is called Orion Nebula at this point in time, but that's by the by). So the crew of Colony 7 are the only ones left to capture the energy sources.

And that's where you come in. Ace fighter pilot, all-round good guy and all that, you are the one who gets to shoot at a lot of enemy space craft, and secure the mining facilities for the good guys, which then means you get all the credit.

Nexus says it's a game for arcade freaks everywhere, and it's a vertical scrolling shoot-em-up. Nice looking graphics in smart shades of blue and yellow. Probably a good buy, looks rather nice.

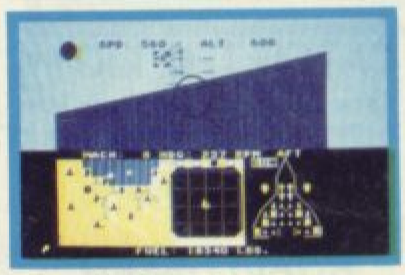
Streetdate: May.
Price: £7.95



MAJOR BILL RELEASE

Major 'Wild Bill' Stealey, as he likes to be known (yes he does) thinks that F-15 Strike Eagle is one well cool realistic accurate and fun combat flying simulation game. And I'm not going to argue with him. Anyway here's a picture of it.

Streetdate: unannounced.
Price: unannounced

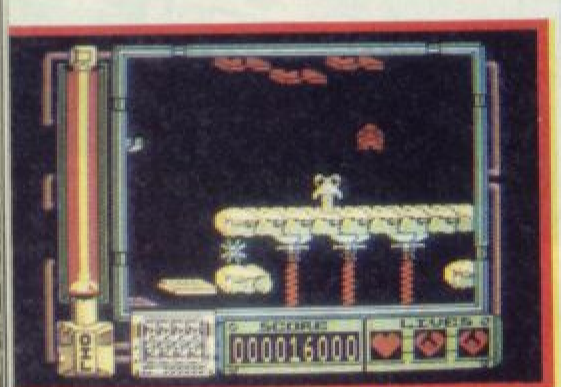


WHAT'S A MYSTERY?

Mystery product time. US Gold is currently developing a game so secret we know nothing about it. (That's a bit short. Can't you think of something else? – Ed). It's got a big animated central figure with a flame thrower. (Anything else? – Ed). It's supposedly absolutely brill (That'll do –Ed).

Streetdate: not at all soon.
Price: no idea whatsoever





BACK ON THE BOUNCE

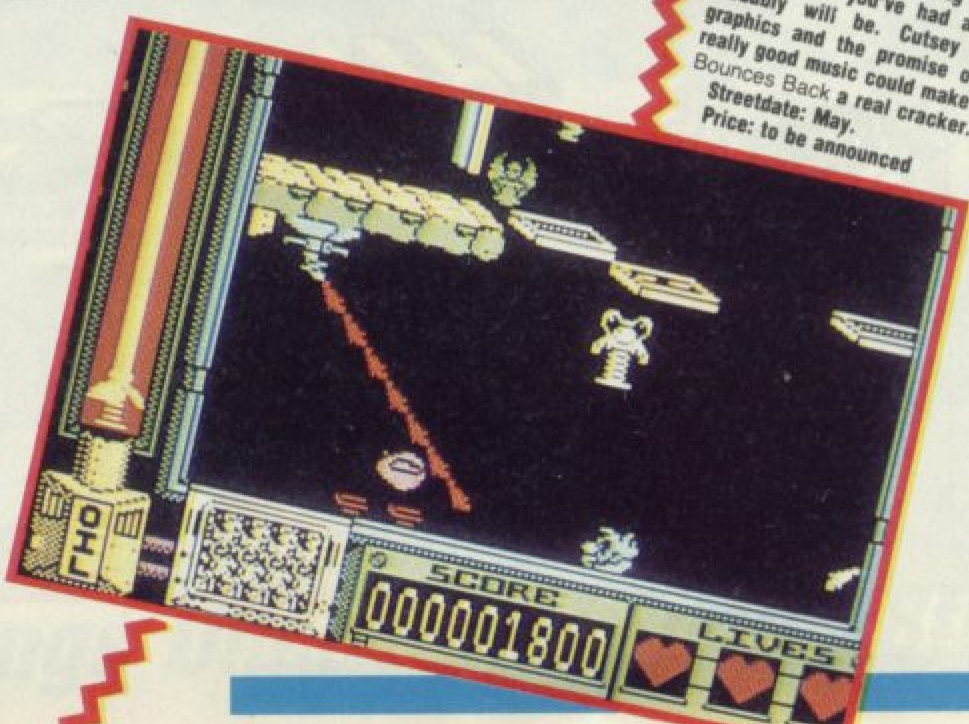
Having rid the world of the evil toy goblin, thus preventing the output of hideous and monstrous toys, Thing thought that he was in for a bit of a rest. But no. Gremlin has brought him back on a new mission, hence the brand new, follow-on type game, Thing Bounces Back.

This time, Thing, who's a sort of spring-type thing, with what looks like a wing-nut for a head, and which probably *is* a wing-nut for a head, has to stop the toy factory's computer from auto producing nasty toys. (Sounds like a "My Little Pony" factory to me.) He can do this by racing around at break-neck speed and collecting software, all the while looking cute and whimsical. Aaaah!

It's a case of zooming through pipes and avoiding goblins and not hitting Thing's head against the ceiling too many times, or he will have a nervous breakdown. Oh, and watch out for the iron chickens which aim alien-filled eggs at him.

A game which promises exhilaration, we're told. And if you can cope with a Spring called Thing (not easy to say when you've had a few) it probably will be. Cutsey looking graphics and the promise of some really good music could make Thing Bounces Back a real cracker.

Streetdate: May.
Price: to be announced



RODENTS!!!

Oh what will they think of next? We've had mole heroes, alien heroes, cat heroes, dog heroes, human heroes, bird heroes; just about every kind of hero you could imagine but never before have we had a hamster hero. Why? It's not as if hamsters don't provide great scope for fantastic games, is it? They're such energetic creatures, and they lead such exciting lifestyles. Personally, I'm surprised that we've not yet seen Hamster Grand Prix, or Winter Sports Hamster.



Just as well, then, that CRL has come around to the sensible way of thinking and released Ninja Hamster **(loosely connected, I suspect to *Teenage Mutant Ninja Turtles and Adolescent Radioactive Blackbelt Hamsters* comic books), a thrilling tale of martial arts action with a storyline to touch even the most jaded gamer.**

Having completed a long expedition around the world, the honour-

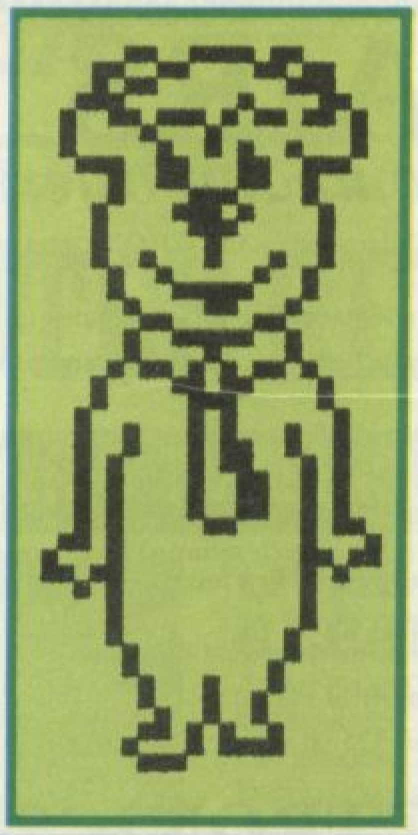


able Ninja Hamster returns to his village only to find it in the midst of a great upheaval at the hands of Sinister Rat and The Lizard of Death. Maddened by the ghastly goings-on, NH sets about the bad guys in a martial arts extravaganza, the likes of which have never been seen before and probably will never be again.

Ninja Hamster **could easily be mistaken for a rather naff remake of all the other martial arts games around at the moment. Once you take a look at the graphics, however, you'll decide otherwise. The characters are large and clear, and look just like a comic-book. Most of the moves available in other games of the ilk are included, though much more humour in** Ninja Hamster. **Looks like it could be a surprise hit.**

Streetdate: June
Price: £7.95





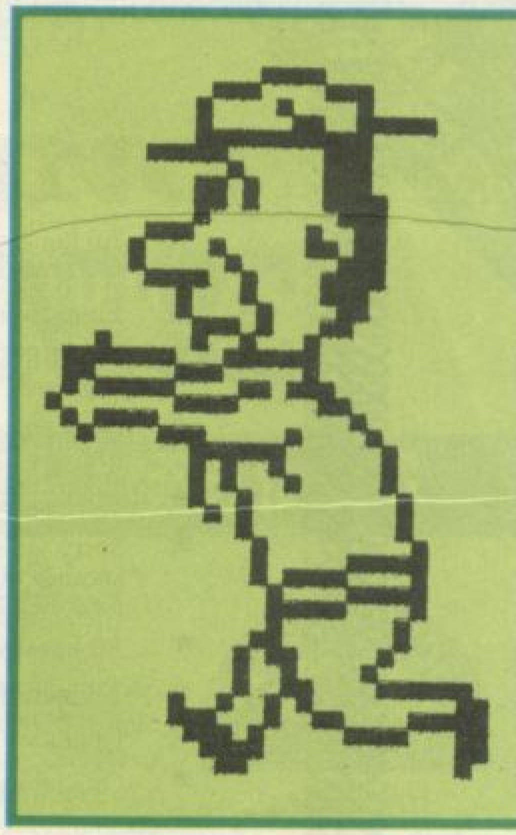
PIRANHA MAKES A BOO BOO

It was probably only a matter of time before someone came up with a Yogi Bear **game. And that time being up, and people being ready for it, Piranha has come up with one, which is called, appropriately enough, I feel,** Yogi Bear.

Basically, you go round Jellystone Park, looking for Boo Boo (the small cute one), who's been Bearnapped. You also run away from cross people and eat things out of picnic hampers. And you don't get killed by the hunters. And whatever you do, don't go to sleep. (You're in danger of going to sleep because it's nearly time to hibernate, and you're a bear, and that's what bears do when it's time to hibernate).

So be smarter than the average bear (there's nothing like an old cliche to keep things moving) and keep you eyes open for Yogi Bear.

Streetdate: October.
Price: £9.95



MAKING THE MASK OF THE SITUATION

Mask is one of those games about flying about and picking up things, killing nasty people, and making sure that nice people get rescued.

It sounds as though Gremlin has got a winner on it's hands. And I mean that most sincerely folks. This time I really do. Mask **looks pretty good really.**

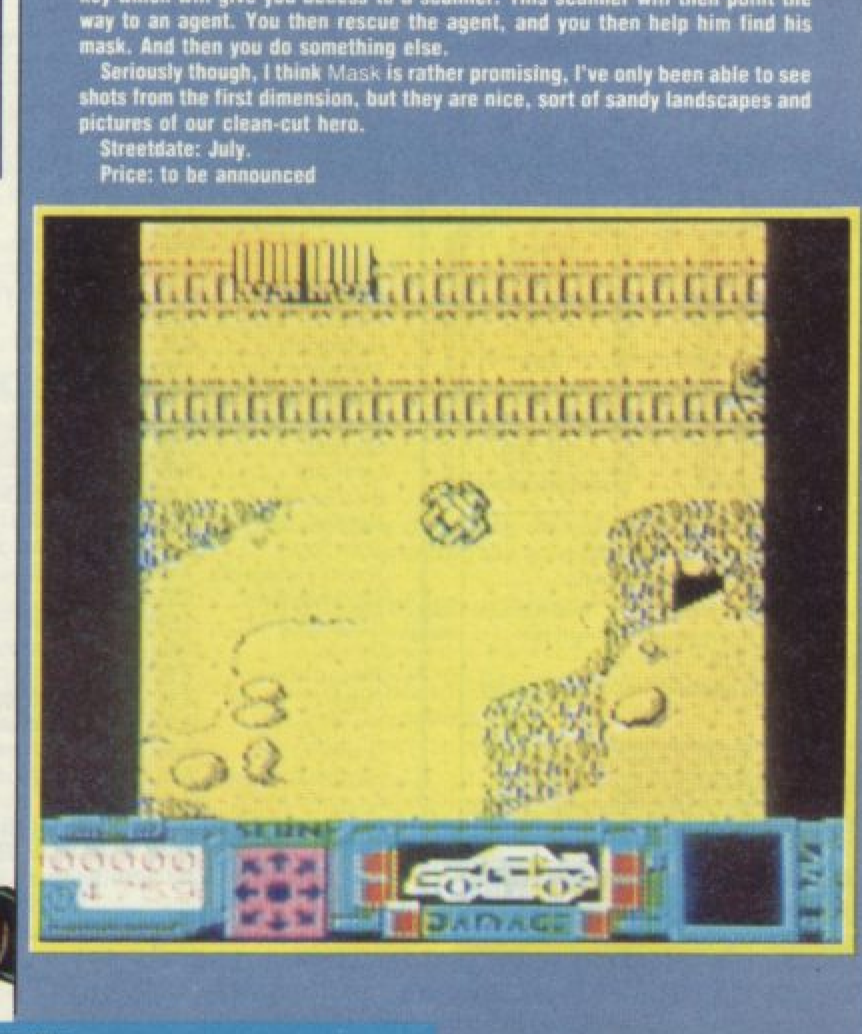
What happens is this. There's been this fight you see, between MASK agents and VENOM, which, by the way, stands for Vicious, Evil Network Of Mayhem, which should come as no surprise to anyone. Earth is now a bit on the battle-scarred side, and all the MASK agents have been scattered throughout time and space, which is bad news.

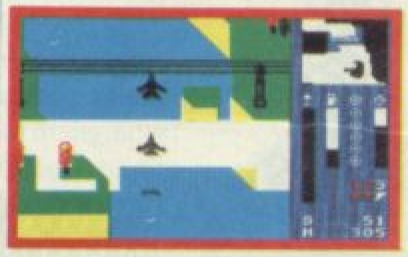
You are Matt Trakker, codename Hunter, and it's up to you to find your mask, and then get out there and find all the other agents and help them find their masks as well. And then you can squash VENOM and save the earth.

So you fly about a bit and, to make things more interesting, you fly round different time periods and things like that. You must locate pieces to a security key which will give you access to a scanner. This scanner will then point the way to an agent. You then rescue the agent, and you then help him find his mask. And then you do something else.

Seriously though, I think Mask **is rather promising. I've only been able to see shots from the first dimension, but they are nice, sort of sandy landscapes and pictures of our clean-cut hero.**

Streetdate: July.
Price: to be announced

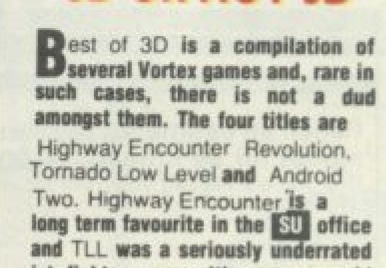




3D OR NOT 3D

Best of 3D is a compilation of several Vortex games and, rare in such cases, there is not a dud amongst them. The four titles are Highway Encounter Revolution, Tornado Low Level **and** Android Two. Highway Encounter **is a long term favourite in the SU office and** TLL **was a seriously underrated jet fighter game. It's even a quid cheaper than the usual US Gold tag.**

Streetdate: May.
Price: £8.99



WORLD LEADER

Leaderboard **was possibly the most successful golf game in the history of the world. As you might expect it isn't going to end there. Hurtling this way is** World Class Leaderboard **which is the** Leaderboard **of old with various frills and featuring golf courses from all over the world including 'one in Florida nobody has ever heard of' and a final course called the Gauntlet(?). Since** Leaderboard **was number one for about 575 weeks in the States US Gold is hardly taking a big risk with this one. Development has started.**

Streetdate: July.
Price: £9.99

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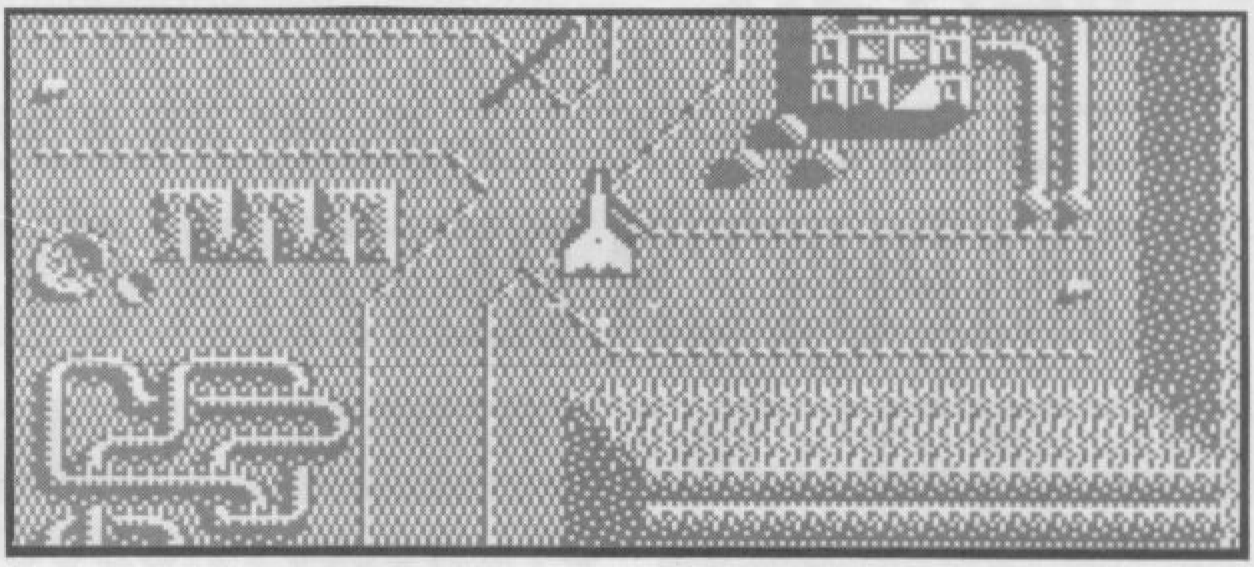
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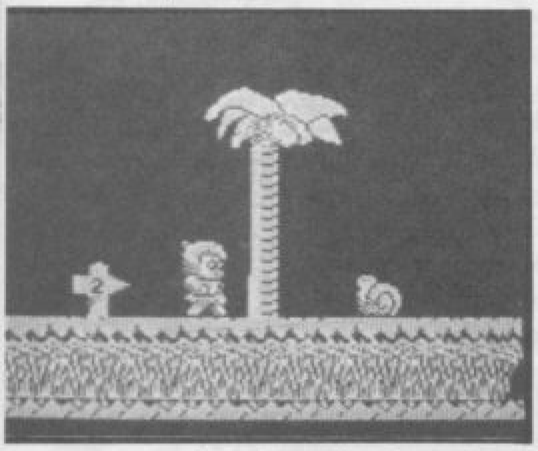
ANY BOY WONDER

Why, you might ask yourself, why, if Wonderboy **is so wonderful and mega-powerful etc., did he allow his girlfriend to be captured by the Evil King in the first place? Answer me that one Activision.**

Having come to terms with this slight problem, I read the press release and looked at the piccies.

Wonderboy **has to wander (geddit) across an unfriendly landscape to reach his poor girlfriend. There are things like tumbling boulders, snakes, scorpions, spiders, the odd fire here and there and several bees. Not very friendly I grant you. Oh, and according to the aforementioned piccies there's the odd totem pole and palm tree.**





So we know that there's a lot happening and the colours are not likely to clash and make you go wobbly. What might make you go a bit wobbly is the idea of cracking open the unfriendly eggs (?) with a stone axe (??) that you just happened to pick up along the way (???) and finding a skateboard inside (????) (Show me a chicken that can lay a skateboard and I'll show you a *(censored)*.

Activision says that Wonderboy **is a game of skill timing and good clean fun. And I'm inclined to agree with them there, for no better reason than I can't be bothered to disagree with them for the time being. Oh. By the way. Watch out for the blue midgets.**

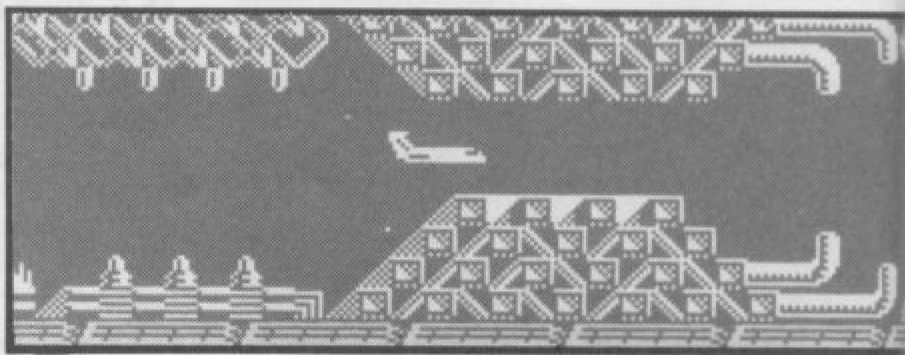
Streetdate: Activision isn't saying, as far as I can see.

Price: Activision is saying, and it's £9.99

TUBE TRAVEL

Here we have The Tube, **announced as Quicksilva's First Major Release of the Year.**

Completely unconnected – as you may be forgiven for thinking – with the ill-fated C4 rock show, The Tube **is a multi-level blast which seems to feature three stages of gameplay. There's the straightforward fly over the ground and shoot things section, a marginally more interesting fly over the ground viewed from the side and shoot things section and an even more interesting fly over a 3D landscape and shoot things section.**



The program has been written by Gannon Designs and the music was done by ace tunesmith David Whittaker (Glider Rider).

We're certainly pretty darned excited by this one.

Streetdate: June.

Price: £7.95

SPANISH ALLIGATA, I PRESUME

Basically, Livingstone I Presume **is about running around a jungle, looking for the Doctor himself and collecting a few jewels. And avoiding monsters like prianha bats. (Well that's what Alligata called them in its instructions). And trying to work out how the hell to get the little man to move.**

Because it's difficult. Yes it is, I'm not just stupid. Am I? There are various bits and pieces to help you on your way, like a stick for pole vaulting, a stick that comes back to you if you don't lob it hard enough and is therefore possibily a boomerang, a stick with a pointy thing on the end which is probably a dagger, and, um, a bomb for chucking at things.

So there you have it. A terribly complicated seek out and don't get destroyed sort of game. It looks quite nice, there's obviously going to be plenty in it to keep you going, but as the stuff I looked at had a lot of sort of Spanish type writing on it, I can't really be more specific.

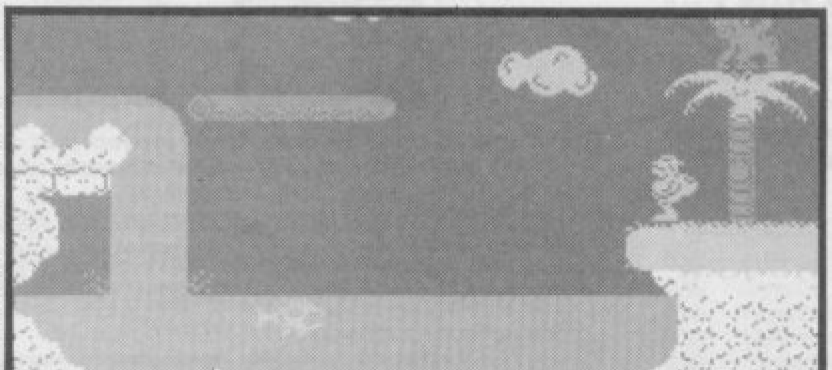
Because, you've guessed it, Livingstone I Presume **has been licenced from that popular Spanish software house, Operasoft. And I've never heard of it either.**

Livingstone I Presume **could be very very good, but don't hold me to that. Lots of things to kill, including pygmies and cannibals, but that may just be a faulty translation from the Spanish.**

Oh, and I couldn't get the joystick mode to work, but there definitely will be one. Definitely.

Streetdate: end of May.

Price: £8.95



ULTIMATE IN THE MIRE

Ultimate still exists. What with Bubbler **being moderately OK we now have top secret yet unillustrated news of upcoming games. First up will be** Mire Mare **– remember that? It was promoted at the end of one of the other games,** Underwurlde **I think. Nobody at US Gold knows anything about it and Ultimate is, as usual, locked away in a bunker and not talking to anybody.**

Right after, or possibly several months after, Mire Mare **there is the prospect of 'Jet Pac brought up to date.' What this means is well beyond anyone's guess. Good to see there is still life in the ole company yet.**

Streetdate: (throw a dart at a calendar of your choice).

Price: £9.99 probably

TENDER TRAP

Trap Door II **slimes on to the Spectrum in the autumn just as a new series of the TV cartoon hit starts in the pre-news, ex-*Magic Roundabout*, slot.**

Don Priestley's towering high-rise graphics are back again, and so is Berk, but the plot's going to be different. No collecting worms, eggs or frogs.

The game's title hasn't been fixed but Piranha thinks Berk's Revenge **is on the cards.**

No screenshots as yet. Don's still working on Flunky...

Streetdate: Autumn.

Price: Unannounced.

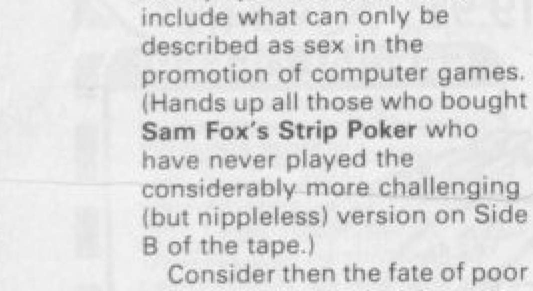


▲Bill send the boys over to give the West Germans a severe talking to



Most software companies try desperately to find totally spurious reasons to include what can only be described as sex in the promotion of computer games. (Hands up all those who bought **Sam Fox's Strip Poker** who have never played the considerably more challenging (but nippleless) version on Side B of the tape.)

Consider then the fate of poor old 'wild' Bill Stealey the not very poor or old head of Microprose, a moderately rich American software house. Microprose has a pretty good reputation for producing various kinds of simulation, mostly involving very detailed versions of actual combat aircraft and the odd European conflict. The programs are pretty good but have tended to suffer a bit by the time they have been converted to the Spectrum.



Wild Bill is a real ex-jet fighter pilot and adviser to the American Chiefs of Staff. He is straightforward, clean, decent and just a touch right wing – free enterprise/strong defences against the commie threat – that sort of thing. Wild Bill's products are considered pretty damn wholesome the world over. Everywhere that is except West Germany. In Germany, to buy some of Microprose's products you'd have to visit some very dodgy shops indeed and skulk out clutching your program tightly wrapped in brown paper. It seems the Government regards some of Wild Bill's stuff as somewhat less than totally innocent. It's war content means it can only be sold under license in the same sort of shops as sell those books and films which involve men, women and others doing things which tend to require the removal of clothing.

An outraged Bill is now going to the German courts to fight the action. Whilst Gremlin regards Bill as a bit of a loony (although it must be said a very honest and straightforward loony) the whole censorship thing is pretty bad news.

GREMLIN'S TOP EIGHT USELESS THINGS FOR THE SPECTRUM:

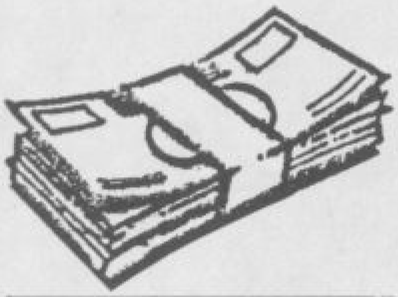
1) The official Amstrad 128K+2 joystick – plug it in, load up a game, break it
2) Specially designed briefcase with foam rubber insert with holes cut out for power pack, Spectrum, tape recorder and a few tapes – for the Spectrum owner on the move (who doesn't need a TV)
3) The Stack Light Rifle – no software houses at all supported this one, the only games that worked with it were the ones that came with it in the box. They were very naff



4) Cheetah Rat – remote control joystick. Worked very badly indeed
5) Micro Vac – tiny Vacuum cleaner used for clearing debris out from between the gaps between the keys. No good for the Spectrum since the debris is usually the only thing which is keeping it working
6) Sinclair Rom cartridge slot on Interface 2 – only about five titles were ever released which made use of it
7) The Mikro-Gen special interface which added extra Rom and a joystick port to the Spectrum but only ever worked with one game called **Shadow of the Unicorn** – it wasn't good
8) The bizarre printers Dixons and others have been known to give away with the Spectrum in special deals. They never seemed to work with it (unless you have a special lead, are handy with a soldering iron and have five year's high level experience with basic chip design)



QUOTE OF THE MONTH

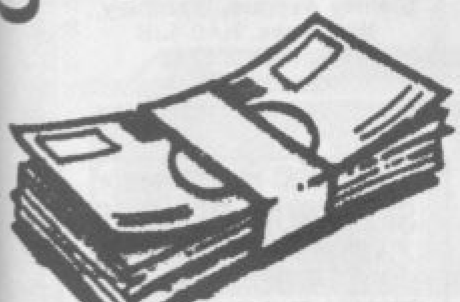


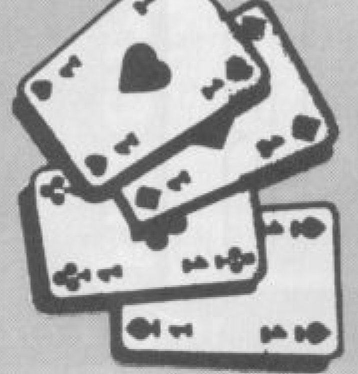


Sometimes things don't require any comment whatsoever:

'Pan Am takes good care of you, Marks and Spencer loves you, Securicor cares... at Amstrad we want your money.'
Alan Sugar

(Any chance of a stand alone disc drive for 128K+2 owners miffed about the 128K+3, Alan? Thought not)





LAST MONTHS COMPO

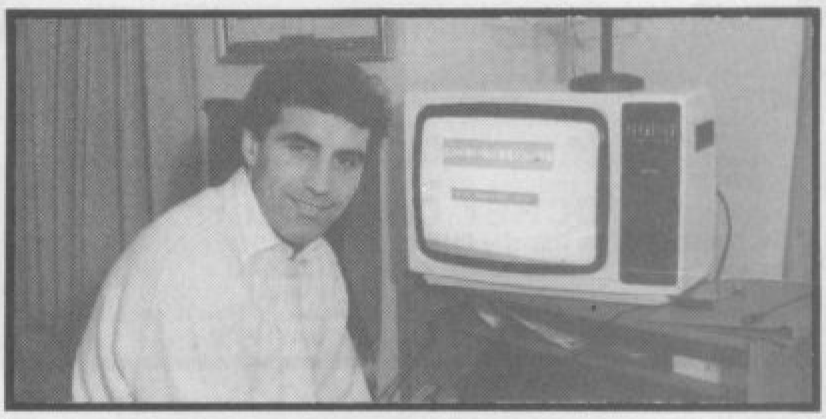
A fair bunch of entries for last month's caption picture, which displayed Harold Macmillan, Sir Clive and an invisible dog in one captivating picture. There were a fair smattering of political jokes of far too much erudition for this page. For example Daren Page of Kikgreggan had Harold saying "I don't think the winds of change were ready for your C5". For sheer viciousness, inclusion of the invisible dog and the word 'slapheads' **Gremlin** enjoyed "Hey slapheads, wanna swap two wigs for some doggy biscuits?" from Andy Donnelly of Birkenhead. Best however in **Gremlin's** view for its sheer out-to-lunchness and implicit suggestion of insanity was this from Sam Barnes of Bury St Edmunds, who has Harold saying "How long do baked potatoes take?" Sam gets this month's fivers just as soon as our Accounts Department come back from outer space.



Gremlin

GREMLIN CAPTION COMPO NO 8

This month's picture caption is one for footballing fans everywhere. This picture has appeared before in **Gremlin** and was so popular we've decided to give you another look. Here we see Peter Shilton posing most unconvincingly for a publicity shot. **Gremlin** asks this: What is Peter really thinking? Best suggestion to reach this office by June 5 gets a few quid.



Suggestions to: Gremlin Caption Competition No 8, Sinclair User, Priory Court, 30/32 Farringdon Lane, London EC1R 3AU
Name ....
Address ....
....
Caption ....
....



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UTILITIES

NEW TAPE UTILITY 9

This program gives a tape back-up of most software. Even converts most jerky loaders to normal for reliable loading. Manages very long programs (even 51k!), fast loaders, etc, etc. State type of Spectrum when ordering (48k, 128k etc). **£6.99 on tape (£4.99 if updating)**

NEW TRANSFER PACK 3 – FOR TAPE TO DRIVE

A software system to convert many TAPE based programs to your DRIVE (no matter what type) + OTHER UTILITIES. Most jerky programs are EASILY converted to drive. Pack has at least 7 programs! Opus/Beta owners add £1 for OPTIONAL extra program. **State TYPE of Spectrum + name of DRIVE when ordering** (eg 128k and Microdrive). **£11.99 on TAPE OR £12.99 on m/drive cartridge.** (£6 if updating).

INFORMATION SHEETS – £1 each – approx 8 transfers of popular programs per sheet – needs TP3. **SPECIAL OFFER (with SAE) – Nos 1-20 now £4.50, Nos 21-30 only £3.50.**

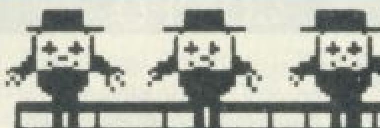
MICROTRANS – for m/drive to m/drive back-up + tape to drive (inc headerless) – does not convert programs. Includes MICROTAPE and RUN programs. ONLY £3 on TAPE. £4.50 on Cart. For any Spectrum.

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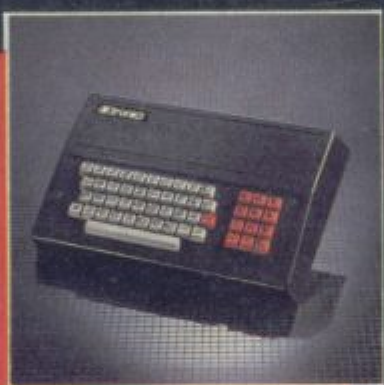
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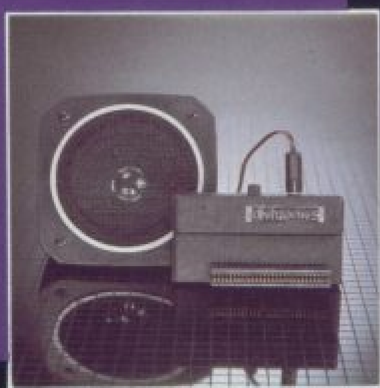
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